Setup

We are going to create a perpetual motion ball.

HTML Code

The HTML code will be the regular template but with a canvas object instead of the div tag for the stage.

```html
<canvas width="550" height="400" style="border: 1px dashed black"></canvas>
```

CSS Code

We are going to use the main.css file that is provided under Module Resources. There will be no changes from this.

JavaScript Code

You are going to write all of the JavaScript code from scratch

Additional Changes

The ball image will be a drawn graphic instead of an image pulled in. The ball should "bounce" off the edges of the canvas stage. This means that when the ball hits an edge it will need to have the velocity reversed. This will use negative or positive velocities to do this. Add two buttons to the game. One for increasing the speed of the ball and one for decreasing the speed of the ball.

Submission

Put all three files, HTML, CSS, and JavaScript, and the images and fonts folders into a single folder. Zip the folder and submit it through the Canvas assignment.