let car;

let obstacles = [];

function setup(){

createCanvas(800, 800);

background(0);

car = new Car(100, height - 200);

obstacles.push(new Obstacle(createVector(0, height-100), createVector(100, 100)));

obstacles.push(new Obstacle(createVector(width-100, height-100), createVector(100, 100)));

}

function draw(){

background(0);

car.drive();

car.render();

for(o of obstacles){

o.render();

}

}

class Obstacle{

constructor(pos, dimensions){

this.pos = pos;

this.dimensions = dimensions;

}

render(){

fill("green");

rect(this.pos.x, this.pos.y, this.dimensions.x, this.dimensions.y);

}

}

class Car{

constructor(x, y){

this.pos = createVector(x,y);

this.dimensions = createVector(30, 100);

this.maxspeed = 2;

this.vel = createVector(1, 0);

this.acc = createVector(0, 0);

this.angle = this.vel.heading() - 0.5 \* PI;

this.color = "blue";

this.state = 0;

this.curveVector = createVector(0, 0);

}

drive(){

this.vel.add(this.acc);

this.vel.limit(this.maxspeed);

this.angle = this.vel.heading() - 0.5 \* PI;

this.pos.add(this.vel);

}

render(){

push()

translate(this.pos.x, this.pos.y);

rotate(this.angle);

fill(this.color);

rect(-this.dimensions.x/2, -this.dimensions.y/2, this.dimensions.x, this.dimensions.y);

fill("black");

ellipse(0, 0, 10, 10);

fill("purple");

rect(-this.dimensions.x/1.25 - 2, this.dimensions.y/5, 10, 20);

fill("purple");

rect(this.dimensions.x/1.25 - 8.2, this.dimensions.y/5, 10, 20);

fill("purple")

rect(-this.dimensions.x/1.7 - 8.2, -this.dimensions.y/2.4, 10, 20);

fill("purple")

rect(this.dimensions.x/1.25 - 8.2, -this.dimensions.y/2.4, 10, 20);

pop();

}

}