body { background-color: black; color: white; font-family: monospace; } #game { width: 800px; height: 600px; margin: 0 auto; border: 1px solid white; } #player { position: absolute; top: 50px; left: 50px; width: 20px; height: 20px; background-color: white; } .enemy { position: absolute; width: 20px; height: 20px; background-color: red; } .door { position: absolute; width: 50px; height: 100px; background-color: gray; }