

init ()



```
let canvas = getElementById ("canvas")
let context = canvas.getContext ("2D")
let fisch : HTMLImageElement = new Image ()
let hintergrund : HTMLImageElement = new Image ()
let vordergrund : HTMLImageElement = new Image ()
let angelhaken : HTMLImageElement = new Image ()
let pipe : HTMLImageElement = new Image ()
let sand : new Path2D
let gap : number = 85
let constant
let bx : number = 10
let by : number = 150
let gravity : number = 1,5
let score : number = 0
let scor : HTMLAudio = new Audio ()
let lose : HTMLAudio = new Audio ()
```



```
fisch.src = "... "
hintergrund.src = "... "
vordergrund.src = "... "
angelhaken.src = "... "
pipe.src = "... "
sand scor.src = "... "
lose.src = "... "
```

