

SCORE ++
score.play()

[if bx + fisch.width >= pipe[i].x &&
bx <= pipe[i].x + angelhaken.width &&
(by <= pipe[i].y + angelhaken.height ||
by + fisch.height >= pipe[i].y +
constant) ||
by + fisch.height >= canvas.height -
Vordergrund.height]

lose.play

toggle Highscore



>.addEventListener("DOMContentLoaded, init det) → ●