

```
1 let gribX, gribY, greebX, greebY, yay, canvas, h1, mn, sc, elapsedTime, inp,
  timerStart, clr1, clr2, clr3, val1, val2, val3;
2 function setup() {
3   h1 = createElement('h1', 'PENANCE OF THE BALL')
4   button = createButton('Retry')
5   canvas = createCanvas(800, 800);
6   sc = second()
7   mn = minute()
8   ml = millis()
9   val1 = 220
10  val2 = 220
11  val3 = 100
12  timerStart = 0
13  gribX = random(150, 730);
14  greebX = random(11, 14);
15  gribY = random(75, 730);
16  greebY = random(7, 9);
17  ellipY = 400;
18  r1 = 25;
19  r2 = 70;
20  textSize(width / 5);
21  textAlign(CENTER, CENTER);
22  textFont("inconsolata");
23  yay = floor(random(1, 30))
24  button.mousePressed(reload)
25 }
26
27 function draw() {
28   //Object Detection
29   let d = dist(mouseX, ellipY, gribX, gribY);
30   if (d < r1 + r2){
31     val1 = val1 + 25
32     val2 = val2 - 170
33     val3 = val3 - 50
34   }
35   background(val1, val2, val3);
36   let currentTime = int(millis()/1000)
37   textSize(100)
38   text(currentTime, windowWidth/25, windowHeight/12)
39   if (d > r1 + r2) {
40     fill(200, 10, 10);
41     ellipse(mouseX, ellipY, r1 * 2, r1 * 2);
42     fill(0, 0, 0);
43     ellipse(gribX, gribY, r2 * 2, r2 * 2);
44     gribX = gribX + greebX;
45     gribY = gribY + greebY;
46   } else {
47     fill(0, 0, 0)
48     ellipse(mouseX, ellipY, r1 * 2, r1 * 2);
49     fill(0, 0, 0)
50     textSize(150)
51     text("OOPS", 400, 200);
52     textSize(150)
53     text("YOU LOSE", 400, 600);
54     setInterval(greebX, infinity)
55     setInterval(greebY, infinity)
56     setInterval(mouseX, infinity)
57   }
58 }
```

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59 //Keeps the balls in the canvas
60 if (mouseX > 775) {
61     mouseX = 775;
62 }
63 if (mouseX < 30) {
64     mouseX = 25;
65 }
66
67 if (gribX > width - r2) {
68     greebX = -greebX;
69 }
70 if (gribY > height - r2) {
71     greebY = -greebY;
72 }
73 if (gribX < r2) {
74     greebX = -greebX;
75 }
76 if (gribY < r2) {
77     greebY = -greebY;
78 }
79 if (yay==5){
80     fill(255, 255, 255)
81     ellipse(mouseX-15, ellipY-6, 15, 15)
82     fill(255, 255, 255)
83     ellipse(mouseX+15, ellipY-6, 15, 15)
84     fill(0, 0, 0)
85     ellipse(mouseX-15, ellipY-6, 7, 7)
86     fill(0, 0, 0)
87     ellipse(mouseX+15, ellipY-6, 7, 7)
88 }
89
90 canvas.position(windowWidth/3, windowHeight/6)
91 h1.position(windowWidth/3, windowHeight/24)
92 button.position(windowWidth/3, windowHeight/2.5)
93 }
94
95 function reload(){
96     window.location.reload()
97 }
98
```