```html
<html lang="en" xmlns:th="http://www.thymeleaf.org">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
    <style>
        body {
            display: flex;
            justify-content: center;
            align-items: center;
            height: 100vh;
            flex-direction: column;
        }
    </style>
</head>

<body>
    <canvas id="canvas" width="900" height="500" style="background: ■red;"></canvas>
    <h1 id="res">Total: </h1>
    <script>
        let bg = new Image();
        bg.src = "imgs/flappy/bg.png";

        let bird = new Image();
        bird.src = "imgs/flappy/bird.png";

        let chimney1 = new Image();
        chimney1.src = "imgs/flappy/chimney1.png";

        let chimney2 = new Image();
        chimney2.src = "imgs/flappy/chimney2.png";

        let c = document.getElementById("canvas");
        let ctx = c.getContext("2d");
        let point_bird = {
            x: c.width / 5,
            y: c.height / 2
        }
        let arr=[];
        arr[0]={
            x:c.width,
            y:c.height-190
        }
        function run() {
            ctx.drawImage(bg, 0, 0, c.width, c.height)
            ctx.drawImage(bird,point_bird.x,point_bird.y,30,30)
            arr[0].x--;
            point_bird.y++;
            ctx.drawImage(chimney1,arr[0].x,0,20,190)
            ctx.drawImage(chimney2,arr[0].x,arr[0].y,20,190)
        }
        window.addEventListener("keydown",(e)=>{

                point_bird.y-=10

        })
        setInterval(run, 20);
    </script>
</body>
```

https://drive.google.com/drive/folders/1OhhJz2k5sLuIrUtRIGYuKEvrmnp6YfCP?usp=sharing

```html
<body>
  <canvas id="canvas" width="900" height="500" style="background: ■red;"></canvas>
  <h1 id="res">Total: </h1>
  <script>
    let total=0
    let bg = new Image();
    bg.src = "imgs/flappy/bg.png";

    let bird = new Image();
    bird.src = "imgs/flappy/bird.png";

    let chimney1 = new Image();
    chimney1.src = "imgs/flappy/chimney1.png";

    let chimney2 = new Image();
    chimney2.src = "imgs/flappy/chimney2.png";

    let c = document.getElementById("canvas");
    let ctx = c.getContext("2d");
    let point_bird = {
        x: c.width / 5,
        y: c.height / 2
    }
    let arr = [];
    arr[0] = {
        x: c.width,
        y: c.height - 190
    }
    function run() {
        ctx.drawImage(bg, 0, 0, c.width, c.height)
        ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
        for (let i = 0; i < arr.length; i++) {
            arr[i].x--;
            point_bird.y++;
            ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
            ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)

            if (arr[i].x == c.width / 2) {
                arr = [...arr, { x: c.width, y: c.height - 190 }]
            }
            if(arr[i].x==point_bird.x){
                total+=10;
                res.innerHTML="Total "+total;
            }
        }

    }
    window.addEventListener("keydown", (e) => {

        point_bird.y -= 10

    })
    setInterval(run, 20);
  </script>
</body>
```

```html
<head>
    <style>
        body {
            height: 100vh;
            flex-direction: column;
        }
    </style>
</head>

<body>
    <canvas id="canvas" width="900" height="500" style="background: red;"></canvas>
    <h1 id="res">Total: </h1>
    <script>
        let total=0
        let bg = new Image();
        bg.src = "imgs/flappy/bg.png";

        let bird = new Image();
        bird.src = "imgs/flappy/bird.png";

        let chimney1 = new Image();
        chimney1.src = "imgs/flappy/chimney1.png";

        let chimney2 = new Image();
        chimney2.src = "imgs/flappy/chimney2.png";

        let c = document.getElementById("canvas");
        let ctx = c.getContext("2d");
        let point_bird = {
            x: c.width / 5,
            y: c.height / 2
        }
        let arr = [];
        arr[0] = {
            x: c.width,
            y: c.height - 190
        }
        function run() {
            ctx.drawImage(bg, 0, 0, c.width, c.height)
            ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
            point_bird.y++;
            for (let i = 0; i < arr.length; i++) {
                arr[i].x--;

                ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
                ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)

                if (arr[i].x == c.width / 2) {
                    arr = [...arr, { x: c.width, y: c.height - 190 }]
                }
                if(arr[i].x ==-20){
                    arr.slice(0,1);
                }
                if(arr[i].x==point_bird.x){
                    total+=10;
                    res.innerHTML="Total "+total;
                }
                if(point_bird.y==0||point_bird.y==c.height-30){
                    clearInterval(meo)
                }
            }
        }
        window.addEventListener("keydown", (e) => {

            point_bird.y -= 10

        })
        let meo= setInterval(run, 20);
    </script>
</body>
```

```html
ml lang="en" xmlns:th="http://www.thymeleaf.org">
dy>
 <script>
    let arr = [];
    arr[0] = {
        x: c.width,
        y: c.height - 190
    }
    function run() {
        ctx.drawImage(bg, 0, 0, c.width, c.height)
        ctx.drawImage(bird, point_bird.x, point_bird.y, 30, 30)
        point_bird.y+=1;
        for (let i = 0; i < arr.length; i++) {
            arr[i].x-=2;

            ctx.drawImage(chimney1, arr[i].x, 0, 20, 190)
            ctx.drawImage(chimney2, arr[i].x, arr[i].y, 20, 190)

            if (arr[i].x == c.width / 2) {
                arr = [...arr, { x: c.width, y: c.height - 190 }]
            }
            if(arr[i].x ==-20){
                arr.slice(0,1);
            }
            if(arr[i].x==point_bird.x){
                total+=10;
                res.innerHTML="Total "+total;
            }
            if(point_bird.y==0||point_bird.y==c.height-30){
                // clearInterval(meo)
                cancelAnimationFrame(tho)
            }
        }
        let tho= requestAnimationFrame(run)
    }
    window.addEventListener("keydown", (e) => {
        point_bird.y -= 10
    })
    run();
    //let meo= setInterval(run, 20);
 </script>
ody>

tml>
```