canvas= document.getElementById("myCanvas");

ctx=canvas.getContext("2d");

car1\_width=120 ;

car1\_height=70;

car1\_image=" car1.png";

car1\_x=10;

car1\_y=10;

car2\_width=120 ;

car2\_height=70;

car2\_image=" car1(1).png";

car2\_x=10;

car2\_y=100;

background\_img=" racing.jpg";

function add(){

background\_imgTag=new Image();

background\_imgTag.onload=uploadBackground;

background\_imgTag.src=background\_img;

car1\_imgTag=new Image();

car1\_imgTag.onload=uploadCar1;

car1\_imgTag.src=car1\_image;

car2\_imgTag=new Image();

car2\_imgTag.onload=uploadCar2;

car2\_imgTag.src=car2\_image;

}

function uploadBackground(){

ctx.drawImage(background\_imgTag,0,0,canvas.width,canvas.height);

}

function uploadCar1(){

ctx.drawImage(car1\_imgTag,car1\_x,car1\_y,car1\_width,car1\_height);

}

function uploadCar2(){

ctx.drawImage(car2\_imgTag,car2\_x,car2\_y,car2\_width,car2\_height);

}

window.addEventListener("keydown",my\_keydown);

function my\_keydown(e){

keyPressed=e.keyCode;

console.log(keyPressed);

if(keyPressed=='38'){

car1\_up();

console.log("up arrow key");

}

if(keyPressed=='40'){

car1\_down();

console.log("down arrow key");

}

if(keyPressed=='37'){

car1\_left();

console.log("left arrow key");

}

if(keyPressed=='39'){

car1\_right();

console.log("right arrow key");

}

if(keyPressed=='87'){

car2\_up();

console.log("key w");

}

if(keyPressed=='83'){

car2\_down();

console.log("key s");

}

if(keyPressed=='65'){

car2\_left();

console.log("key a");

}

if(keyPressed=='68'){

car2\_right();

console.log("key d");

}

if(car1\_x > 700){

document.getElementById('game\_status').innerHTML="Car 1 won";

}

if(car2\_x > 700){

document.getElementById('game\_status').innerHTML="Car 2 won";

}

}

function car1\_up(){

if(car1\_y>=0){

car1\_y=car1\_y-10;

console.log("When up arrow is pressed, x="+car1\_x+"| y="+car1\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car1\_down(){

if(car1\_y<=500){

car1\_y=car1\_y+10;

console.log("When down arrow is pressed x="+car1\_x+"| y="+car1\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car1\_left(){

if(car1\_x>=0){

car1\_x=car1\_x-10;

console.log("When left arrow is pressed x="+car1\_x+"| y="+car1\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car1\_right(){

if(car1\_x<=700){

car1\_x=car1\_x+10;

console.log("When right arrow is pressed x="+car1\_x+"| y="+car1\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car2\_up(){

if(car2\_y>=0){

car2\_y=car2\_y-10;

console.log("When up arrow is pressed, x="+car2\_x+"| y="+car2\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car2\_down(){

if(car2\_y<=500){

car2\_y=car2\_y+10;

console.log("When down arrow is pressed x="+car2\_x+"| y="+car2\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car2\_left(){

if(car2\_x>=0){

car2\_x=car2\_x-10;

console.log("When left arrow is pressed x="+car2\_x+"| y="+car2\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}

function car2\_right(){

if(car2\_x<=700){

car2\_x=car2\_x+10;

console.log("When right arrow is pressed x="+car2\_x+"| y="+car2\_y);

uploadBackground();

uploadCar1();

uploadCar2();

}

}