<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Simple P5.js Game with Background</title>

<style>

/\* Center the canvas \*/

body, html {

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

margin: 0;

background-color: #222;

}

</style>

<script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.4.0/p5.js"></script>

</head>

<body>

<script>

let bgImage;

function preload() {

// Load the background image

bgImage = loadImage('Cats.webp');

}

function setup() {

createCanvas(1000, 1000);

canvas = createCanvas(1000, 1000);

canvas.parent('canvas-container');

}

function draw() {

// Draw the background image

background(bgImage);

// Draw a red circle following the mouse as an interactive element

fill(255, 0, 0);

noStroke();

ellipse(mouseX, mouseY, 50, 50);

}

</script>

</body>

</html>