var PLAY=1;

var END=0;

var survivalTime=0;

var monkey , monkey\_running

var banana ,bananaImage, obstacle, obstacleImage

var foodGroup, obstacleGroup;

var ground

var score

var points

function preload(){

monkey\_running = loadAnimation("sprite\_0.png","sprite\_1.png","sprite\_2.png","sprite\_3.png","sprite\_4.png","sprite\_5.png","sprite\_6.png","sprite\_7.png","sprite\_8.png")

bananaImage = loadImage("banana.png");

obstacleImage = loadImage("obstacle.png");

// monkeystop=loadImage("sprite\_7.png")

}

function setup() {

createCanvas(600,600);

monkey=createSprite(40,510,30,30);

monkey.addAnimation("monkey", monkey\_running,);

monkey.scale=0.1;

ground=createSprite(200,550,2000,20)

ground.velocityX=-8;

ground.x=ground.width/2;

console.log(ground.x);

score=0;

points=0

obstaclesGroup=new Group();

foodGroup=new Group();

}

function draw() {

background(255);

textSize(20);

fill("black")

text("survival Time: "+ score,100,30);

textSize(20);

fill("red")

text("points: "+ points,500,30);

score = score + Math.round(getFrameRate()/60);

ground.velocityX = -(6 + 3\*score/100);

if (ground.x<0){

ground.x=ground.width/2;

}

//console.log(monkey.y);

if(keyDown("space") && monkey.y >=509){

monkey.velocityY=-20;

}

monkey.velocityY= monkey.velocityY+1;

spawnObstacles();

spawnfruits ();

monkey. collide(ground);

if(obstaclesGroup.isTouching(monkey)){

ground.velocityX = 0;

monkey.velocityY = 0;

obstaclesGroup.setVelocityXEach(0);

foodGroup.setVelocityXEach(0);

obstaclesGroup.setLifetimeEach(-1);

foodGroup.setLifetimeEach(-1);

score=0

// monkey.changeAnimation("stop",monkeystop);

}

if(foodGroup.isTouching(monkey)){

foodGroup.destroyEach();

points=points+2;

}

drawSprites();

}

function spawnObstacles(){

if(frameCount % 250 === 0) {

obstacle=createSprite(550,520,30,30);

obstacle.addAnimation("stone",obstacleImage );

obstacle.scale=0.2;

obstacle.velocityX=-7;

obstacle.lifetime=200;

obstaclesGroup.add(obstacle);

}

}

function spawnfruits (){

if (frameCount % 100 === 0) {

banana=createSprite(300,400,30,30);

banana.addAnimation("banana", bananaImage);

banana.scale=0.1;

banana.velocityX=-3;

foodGroup.add(banana);

}

}