

class = Keyboard

LEFT = false;
RIGHT = false;
UP = false;
DOWN = false;
SPACE = false;

```
class = world
keyboard
camera_x
statusbar
throwableObjects
    constructor(canvas, keyboard) {
       this.ctx = canvas.getContext('2d');
       this.canvas = canvas;
       this.keyboard = keyboαrd;
       this.draw();
       this.setWorld();
       // initLevel();
       this.run();
  setWorld()
 checkThrowObjects()
  checkCollision()
  addObjectsToMap(objects)
 addToMap(mo)
  flipImage(mo)
  flipImageBack(mo)
```

d = false;

class = Level enemies; clouds; backgroundObjects; level_end_x = 2256; constructor(enemies, clouds, backgroundObjects){ this.enemies = enemies; this.clouds = clouds; this.backgroundObjects = backgroundObjects; }

```
(js) game.js

let canvas;
let world;
let keyboard = new Keyboard();

function init() {
    canvas = document.getElementById('playscreenId');
    world = new World(canvas, keyboard);
};

window.addEventListener("keydown", (event) ⇒ {}

window.addEventListener("keyup", (event) ⇒ {}
```