function startGame() {  
  myGamePiece = new component(30, 30, "red", 10, 120);  
  myGamePiece.gravity = 0.05;  
  myScore = new component("30px", "Consolas", "black", 280, 40, "text");  
  myGameArea.start();  
}  
  
var myGameArea = {  
  canvas : document.createElement("canvas"),  
  start : function() {  
    this.canvas.width = 480;  
    this.canvas.height = 270;  
    this.context = this.canvas.getContext("2d");  
    document.body.insertBefore(this.canvas, document.body.childNodes[0]);  
    this.frameNo = 0;  
  },  
  clear : function() {  
    this.context.clearRect(0, 0, this.canvas.width, this.canvas.height);  
  }  
}