float x=0;

float y= 15; //geschwindigkeit von blöcken

float erhohb; // erhöhung geschwindidkeit blöcke

float a=0;

float b=0;

float v=2.5; // geschwindigkeit kugel

float erhohx=0.5; //erhöhung geschwindigkeit kugel x

float ky=3; // variable Grenzwert y kugel

float erhohky=0.1; //erhöhung grenzwert

float k=random(-ky,ky);

float yposr1,xposr1,yposr2,xposr2,ypose,xpose;

float h;

float langer=100;

float gamemode=0;

float verk; // verkürzung länge der Blöcke

String welcome = "Welcome to ma game!";

String Schwierigkeit1= "1-Easy";

String Schwierigkeit2= "2-Medium";

String Schwierigkeit3= "3-Hard";

String Schwierigkeit4= "4-Insane";

String Schwierigkeit5= "5-Dont even try it";

String multi=("m-multiplayer");

String singl=("p-singleplayer");

String start=("-Press space to start-");

boolean multip=false;

boolean single=false;

int nigga;

int score;

void setup(){

smooth();

size(1500,800);

background(0);

//ellipse(height/2,width/2,10,10);

textAlign(CENTER);

textSize(100);

//translate(height/2,width/2);

text(welcome,width/2,height/4);

textSize(50);

textAlign(LEFT);

text(Schwierigkeit1,width/4-150,height/2-50);

text(Schwierigkeit2,width/4-150,height/2+25);

text(Schwierigkeit3,width/4-150,height/2+100);

text(Schwierigkeit4,width/4-150,height/2+175);

text (Schwierigkeit5,width/4-150,height/2+250);

textAlign(CENTER);

text(multi,width/4\*3-100,height/2-50);

text(singl,width/4\*3-100,height/2+25);

text(start,width/2,height/4\*3+150);

}

void draw(){

if(gamemode>1){

String scorer=("Score: "+score+"");

background(0);

fill(255,255,255,100);

text(scorer,width/2,height/4);

if(nigga==300){//multiplayer

yposr2=height/2-a;

yposr1=height/2-x;}

else {//singleplayer

yposr2=height/2+h;

// if(mouseY>langer/2&& mouseY<height-(langer/2)){

yposr1=mouseY;

}

fill(255);

rectMode(CENTER);

//int h=height/2-a;

rect(50,yposr1,10,langer);

rect(width-50,yposr2,10,langer);

//println(x);

//strokeWeight(50);

//fill(255);

ellipse(width/2+b,height/2+h,10,10);

b=b+v;

h=h+k;

println(b);

if (h>=height/2||h<=-height/2){

k=-k;}

if(b>= width/2-50&& dist(width/2+b,height/2+h,width-50,yposr2)<=langer/2){

v=v+erhohx;

v=-v;

langer=langer-verk;

ky=ky+erhohky;

k=random(-ky,ky);

y=y+erhohb;

score++;

}

if(b<=-width/2+50&& dist(50,yposr1,width/2+b,height/2+h)<=langer/2){

v=v-erhohx;

v=-v;

langer=langer-verk;

ky=ky+erhohky;

k=random(-ky,ky);

y=y+erhohb;

score++;

}

if (b==-width/2||b==width/2){

background(0);

// delay(5000);

//exit();

}}

if(b>=width/2&& nigga==300){

stop();

background(0);

String scorer=("Score: "+score+"");

String ver2=("Player 2 hat verloren!");

textSize(100);

text(ver2,width/2,height/2);

fill(255,255,255,100);

textSize(50);

text(scorer,width/2,height/4);

}

if(b<=-width/2&& nigga==300){

stop();

background(0);

String scorer=("Score: "+score+"");

String ver1=("Player 1 hat verloren!");

textSize(100);

text(ver1,width/2,height/2);

fill(255,255,255,100);

textSize(50);

text(scorer,width/2,height/4);

}

if(b>=width/2&& nigga==-100){

stop();

background(0);

String scorer=("Score: "+score+"");

String ver3=("Gratuliere, du hast gewonnen!");

textSize(100);

text(ver3,width/2,height/2);

fill(255,255,255,100);

textSize(50);

text(scorer,width/2,height/4);

}

if(b<=-width/2&& nigga==-100){

stop();

background(0);

String scorer=("Score: "+score+"");

String ver4=("Du hast verloren!");

textSize(100);

text(ver4,width/2,height/2);

fill(255,255,255,100);

textSize(50);

text(scorer,width/2,height/4);

}

}

void keyPressed(){

if(key=='w' && x<height/2-langer/2)

{x=x+y;}

else if (key=='s' && x>-height/2+langer/2 )

{x=x-y;}

else if (key=='9'&& a<height/2-langer/2)

{a=a+y;}

else if (key=='6'&& a>-height/2+langer/2)

{a=a-y;}

else if(key==' '){

gamemode= 10;}

if(key=='1'){

y=20;

erhohb=1;

v=2;

erhohx=0.3;

ky=1;

erhohky=0.1;

langer=200;

verk=2;

}

if(key=='2'){

y=20;

erhohb=2;

v=2;

erhohx=0.7;

ky=1;

erhohky=0.3;

langer=150;

verk=3;

}

if(key=='3'){

y=20;

erhohb=4;

v=2;

erhohx=1.5;

ky=1;

erhohky=0.5;

langer=100;

verk=4;

}

if(key=='4'){

y=20;

erhohb=8;

v=2;

erhohx=3;

ky=1;

erhohky=1;

langer=50;

verk=3;

}

if(key=='5'){

y=20;

erhohb=10;

v=1;

erhohx=50;

ky=1;

erhohky=50;

langer=20;

verk=1;

}

if(key=='m'){

//multip=true;

//single=false;

nigga=300;

}

if(key=='p'){

//multip=false;

//single=true;

nigga=-100;

}

}