Using ES6 create Class Engine with source property (Abstract class) and has private static count property.
Create Car Class (inherits from Engine class)
Class constructor will take top, left and (image source reference) as source property value

Class methods:
a- Top-> setter for top property
b- Left-> setter for left property
c- moveLeft-> to move the ball left on page
d- moveRight->to move the ball right on page
e- ChangeStyle-> method that take css style object as input to apply it on the car.
f- Create moveCar(direction) that take the direction of moving car on screen and the car will start moving until it reaches the page boundreis left or right depending on the direction.

BONUS
Draw it in HTML