var loadcount = 0;

var loadtotal = 0;

var preloaded = false;

function loadImages(imagefiles) {

loadcount = 0;

loadtotal = imagefiles.length;

preloaded = false;

var loadedimages = [];

for (var i=0; i<imagefiles.length; i++) {

var image = new Image();

image.onload = function () {

loadcount++;

if (loadcount == loadtotal) {

preloaded = true;

}

};

image.src = imagefiles[i];

loadedimages[i] = image;

}

return loadedimages;

}

function draw() {

var canvas = document.getElementById('myCanvas');

var canvasWidth = canvas.width;

var canvasHeight = canvas.height;

var circle = {'x': 10, 'y': 10, 'xVel': 5, 'yVel': 5, 'diameter': 50};

var football = {'x': 10, 'y': 10, 'xVel': 5, 'yVel': 5, 'diameter': 50};

var requestAnimationFrame =

window.requestAnimationFrame ||

window.webkitRequestAnimationFrame ||

window.mozRequestAnimationFrame ||

window.msRequestAnimationFrame ||

window.oRequestAnimationFrame ||

function(callback) {

return setTimeout(callback, 1);

};

if (canvas.getContext) {

var ctx = canvas.getContext('2d');

var images = loadImages(["redBall.png", "wood.jpg", "football.jpg"]);

var woodPattern;

animate();

} else {

console.log("Canvas-unsupported code here");

}

function animate() {

ctx.clearRect(0, 0, canvasWidth, canvasHeight);

woodPattern = ctx.createPattern(images[1], "repeat");

ctx.fillStyle = woodPattern;

ctx.fillRect(0, 0, 5000, 5000);

ctx.drawImage(images[2], football.x, football.y, football.diameter, football.diameter);

football.x += football.xVel;

if (football.x > canvasWidth - football.diameter|| football.x < 0) {

football.xVel \*= -1

}

requestAnimationFrame(animate);

}

}