ソース元：<http://matukyou2313.seesaa.net/article/323360279.html>

float x;　　　←ここからコピー

float y;

int a;

int b;

int point;

int count;

float speedx;

float speedy;

void setup(){

size(400,500);

a=0;

b=0;

x=300;

y=300;

point=0;

count=0;

frameRate(80);

speedx=1.0;

speedy=5.0;

rectMode(CENTER);

}

void draw(){

background(255);

text(point,50,20);//得点の表示左上

//壁とのあたり判定

if(count<=10){

if(a==0)x+=speedx;//aが0なら右へ

if(x>=width-5){

a=1;

speedx=random(3);

}

if(a==1)x-=speedx;//aが0なら左へ

if(x<=5){

a=0;

speedx=random(3);

}

if(b==0)y+=speedy;

if(y>=height){

y=0;

count++;

}

}

if(b==1)y-=speedy;

if(y<=5){

b=0;

speedy=random(3,5);

}

ellipse(x,y,10,10);//球

fill(0);

rect(mouseX,480,50,10);//板

fill(0,0,255);

if(x>=mouseX-30 && y>=465 && y<=475 && x<=mouseX+30){

b=1;

if(count<=10){

point+=100;

speedx=random(3);

speedy=random(3,5);

}

}

if(x>=mouseX-30 && y>=465 && y<=485 && x<mouseX-10)a=1;

if(x>mouseX+10 && y>=465 && y<=485 && x<=mouseX+30)a=0;

if(y>=475 && x==mouseX-30 && y<=485){

a=0;

b=1;

if(count<=10){

point+=100;

}

}

if(y>=475 && x==mouseX+30 && y<=485){

a=1;

b=1;

if(count<=10){

point+=100;

}

}

if(count>10){//10回落ちたらゲームオーバー

fill(255,0,0);

textAlign(CENTER);

textSize(28);

text("GAME OVER",width/2,height/2); ←ここまでコピー

textAlign(300,20);

textSize(20);

text("Retry(R)",300,20);

textAlign(300,40);

textSize(20);

text("Quit(Q)",300,40);

if ((keyPressed == true) &&

(key == 'q' || key == 'Q')) {

exit();

}

if ((keyPressed == true) &&

(key == 'r' || key == 'R')) {

point=0;

count-=10;

background(255);

}

}

if(point>=1000){

speedx=random(5);

speedy=random(5,7);

}

if(point>=2000){

speedx=random(7);

speedy=random(7,10);

}

if(count==5){

speedx=random(3);

speedy=random(3,5);

if(point>=1000){

speedx=random(8);

speedy=random(8);

}

}

if(point>=3000){

speedx=random(9);

speedy=random(9,13);

}

if(point>=4000){

speedx=random(11);

speedy=random(11,15);

}

}