The game initializes by setting up the canvas in WEBGL mode and loading a custom background image and font. A player character, represented as a pink circle, is created at the center of the canvas. Arrays of obstacles (red cubes), chasing enemies (red triangles), and collectibles (yellow spheres) are generated at random positions, each with their own behavior. Obstacles move on their own and bounce off edges, while triangles actively chase the player by calculating the angle toward them. The player moves using the arrow keys, and collision detection is used to determine if the player touches any obstacle, enemy, or collectible. Colliding with obstacles or enemies decreases the score, while collecting spheres increases it. A gold star appears as the final goal; if the player reaches it, the game stops player movement and displays a "You Win" message. Throughout the game, the background image is drawn, lighting is applied for 3D effect, and the player's score is updated and shown on the screen.