<!DOCTYPE html>

<html lang="ru">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Игра с управлением</title>

<style>

body {

margin: 0;

overflow: hidden;

background-color: #222;

}

canvas {

display: block;

}

</style>

</head>

<body>

<canvas id="gameCanvas"></canvas>

<script>

const canvas = document.getElementById("gameCanvas");

const ctx = canvas.getContext("2d");

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

let player = {

x: canvas.width / 2,

y: canvas.height - 50,

width: 50,

height: 50,

color: "red",

speed: 5

};

let keys = {};

window.addEventListener("keydown", (e) => keys[e.code] = true);

window.addEventListener("keyup", (e) => keys[e.code] = false);

window.addEventListener("mousemove", (e) => player.x = e.clientX - player.width / 2);

function update() {

if (keys["ArrowLeft"] && player.x > 0) {

player.x -= player.speed;

}

if (keys["ArrowRight"] && player.x + player.width < canvas.width) {

player.x += player.speed;

}

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

ctx.fillStyle = player.color;

ctx.fillRect(player.x, player.y, player.width, player.height);

}

function gameLoop() {

update();

draw();

requestAnimationFrame(gameLoop);

}

gameLoop();

</script>

</body>

</html>