```javascript
var enemy = {
    x: 150,
    y: 200,
    speed: 5,
    moving: 0,
    dirx: 0,
    diry: 0
}
function render() {
    context.fillStyle = "black";
    context.fillRect(0, 0, canvas.width, canvas.height);

    if(!ghost){
        enemy.ghostNum = myNum(5)*64;
        enemy.x = myNum(450);
        enemy.y = myNum(250)+30;
        ghost = true;
    }
    if(enemy.moving <0){
        enemy.moving = (myNum(30)*3)+10+myNum(1);
        enemy.speed = myNum(4)+1;
        enemy.dirx = 0;
        enemy.diry = 0;
        if(enemy.moving % 2){
            if(player.x < enemy.x){enemy.dirx = -enemy.speed;}else{enemy.dirx = enemy.speed;}
        }else{
            if(player.y < enemy.y){enemy.diry = -enemy.speed;}else{enemy.diry = enemy.speed;}
        }
    }
    enemy.moving--;
    enemy.x = enemy.x + enemy.dirx;
    enemy.y = enemy.y + enemy.diry;

    context.font = "20px Verdana";
    context.fillStyle = "white";
    context.fillText("Pacman: " + score + " vs Ghost:" + gscore, 2, 18);

    context.drawImage(mainImage, enemy.ghostNum, 0, 32, 32, enemy.x, enemy.y, 32, 32);
    context.drawImage(mainImage, player.pacmouth, player.pacdir, 32, 32, player.x, player.y, 32,
     32);


}
```