```javascript
function Motor(canvas){

    this.canvas = canvas;

    this.context = this.canvas.getContext('2d');

    this.sprites = [];

    this.ligado = false;
}

Motor.prototype = {

    novoSprite: function(sprite){

        this.sprites.push(sprite);

    },

    ligar: function(){

        this.ligado = true;

        this.proximoFrame();

    },

    desligar: function(){

        this.ligado = false;
    },

    limpar: function(){

        this.sprites.splice(0,this.sprites.length);

    },

    proximoFrame: function(){

        if (this.ligado){

            for (var i in this.sprites){

                this.sprites[i].atualizar();

                if(!this.sprites[i].isRenderizar()){

                    if (i > -1){

                        this.sprites.splice(i, 1);
                    }
                }

            }

            for (var i in this.sprites){

                if(this.sprites[i].isRenderizar()){

                    this.sprites[i].desenhar(this.context);
                }
            }

            var animacao = this;

                requestAnimationFrame(function(){

                animacao.proximoFrame();
            });
```

```
        }else{

            return false;
        }
    }
}
```

```
        }else{

            return false;
        }
    }
}
```