var car, wall;

var speed, weight;

var height;

function setup() {

createCanvas(1600,400);

background(255,255,255);

speed=random(55,90);

weight=random(400,1500);

car=createSprite(50, 200, 50, 50);

car.velocityX=speed;

wall=createSprite(1500,200,60,height/2);

wall.shapeColor=color(80,80,80);

}

function draw() {

background(0,0,0);

if(wall.x-car.x < (car.width+wall.width)/2)

{

car.velocityX=0;

var deformation= 0.5\* weight\* speed\* speed/22509;

if(deformation>180)

{

car.shapeColor=color(250,0,0);

}

if(deformation<180 && deformation>100)

{

car.shapeColor=color(230,230,0);

}

if(deformation<100)

{

car.shapeColor=color(0,255,0);

}

}

drawSprites();

}