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HTML Game

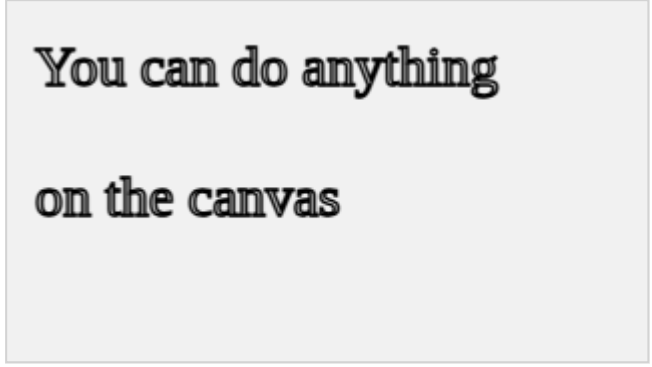
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Game Canvas

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The HTML `<canvas>` element is displayed as a rectangular object on a web page:



HTML Canvas

The `<canvas>` element is perfect for making games in HTML.

The `<canvas>` element offers all the functionality you need for making games.

Use JavaScript to draw, write, insert images, and more, onto the `<canvas>`.

.getContext("2d")

The `<canvas>` element has a built-in object, called the `getContext("2d")` object, with methods and properties for drawing.

You can learn more about the `<canvas>` element, and the `getContext("2d")` object, in our [Canvas Tutorial](#).

Get Started

To make a game, start by creating a gaming area, and make it ready for drawing:

Example

```
function startGame() {
  myGameArea.start();
}

var myGameArea = {
  canvas : document.createElement("canvas"),
  start : function() {
    this.canvas.width = 480;
    this.canvas.height = 270;
    this.context = this.canvas.getContext("2d");
    document.body.insertBefore(this.canvas, document.body.childNodes[0]);
  }
}
```

Try it Yourself »

The object `myGameArea` will have more properties and methods later in this tutorial.

The function `startGame()` invokes the method `start()` of the `myGameArea` object.

The `start()` method creates a `<canvas>` element and inserts it as the first childnode of the `<body>` element.

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