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```
stop : function() {
  clearInterval(this.interval);
}

function everyinterval(n) {
  if ((myGameArea.frameNo / n) % 1 == 0) {return true;}
  return false;
}
```

The everyinterval function returns true if the current framenumber corresponds with the given interval.

To define multiple obstacles, first declare the obstacle variable as an array.

Second, we need to make some changes in the updateGameArea function.

Example

```
var myGamePiece;
var myObstacles = [];

function updateGameArea() {
  var x, y;
  for (i = 0; i < myObstacles.length; i += 1) {
    if (myGamePiece.crashWith(myObstacles[i])) {
      myGameArea.stop();
      return;
    }
  }
  myGameArea.clear();
  myGameArea.frameNo += 1;
  if (myGameArea.frameNo == 1 || everyinterval(150)) {
    x = myGameArea.canvas.width;
    y = myGameArea.canvas.height - 200
    myObstacles.push(new component(10, 200, "green", x, y));
  }
  for (i = 0; i < myObstacles.length; i += 1) {
    myObstacles[i].x += -1;
    myObstacles[i].update();
  }
  myGamePiece.newPos();
  myGamePiece.update();
}
```

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In the `updateGameArea` function we must loop through every obstacle to see if there is a crash. If there is a crash, the `updateGameArea` function will stop, and no more drawing is done.

The `updateGameArea` function counts frames and adds an obstacle for every 150th frame.

Obstacles of Random Size

To make the game a bit more difficult, and fun, we will send in obstacles of random sizes, so that the red square must move up and down to not crash.

Example

```
function updateGameArea() {
  var x, height, gap, minHeight, maxHeight, minGap, maxGap;
  for (i = 0; i < myObstacles.length; i += 1) {
    if (myGamePiece.crashWith(myObstacles[i])) {
      myGameArea.stop();
      return;
    }
  }
  myGameArea.clear();
  myGameArea.frameNo += 1;
  if (myGameArea.frameNo == 1 || everyinterval(150)) {
    x = myGameArea.canvas.width;
    minHeight = 20;
    maxHeight = 200;
    height = Math.floor(Math.random()*(maxHeight-minHeight+1)+minHeight);
    minGap = 50;
    maxGap = 200;
    gap = Math.floor(Math.random()*(maxGap-minGap+1)+minGap);
    myObstacles.push(new component(10, height, "green", x, 0));
    myObstacles.push(new component(10, x - height - gap, "green", x, height + gap));
  }
  for (i = 0; i < myObstacles.length; i += 1) {
    myObstacles[i].x += -1;
    myObstacles[i].update();
  }
  myGamePiece.newPos();
  myGamePiece.update();
}
```

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