Get the maze image

Add to canvas

Make the canvas size same as image *this will make the coordinates of canvas same as the coordinates of image*

Add variable to hold the image

Put image in a variable function to start everything

Draw image into the canvas

Make collision detection

User presses an arrow key

Calculate where that would move the square to.

Are any of the pixels black (the maze is white with black borders.

If a pixel is black that means the square would collide with a border)

YES: then do not move

NO: then move