//Add a player object to the game

new Game.Player(100, 100, '/images/players/cat.png')

//Create a variable to store the score

var score = new Game.Score()

//Stop the game once they've got 6 items

Game.GoodItem.onCollect = function() {

if (score.get() >= 6) {

timer.stop()

}

}

//Add some good items for the player to collect

new Game.GoodItem(50, 50, '/images/food/hotdog.png')

new Game.GoodItem(300, 100, '/images/food/sandwich.png')

new Game.GoodItem(150, 200, '/images/food/fries.png')

new Game.GoodItem(350, 550, '/images/food/chicken.png')

new Game.GoodItem(50, 500, '/images/food/fish.png')

new Game.GoodItem(250, 400, '/images/food/cheese.png')

//Add some obstacles for the player to avoid

new Game.Obstacle(50, 350, '/images/items/plant.png')

new Game.Obstacle(150, 250, '/images/items/rock.png')

new Game.Obstacle(150, 100, '/images/items/bin.png')

new Game.Obstacle(300, 250, '/images/items/plant.png')

new Game.Obstacle(350, 350, '/images/items/rock.png')

new Game.Obstacle(200, 500, '/images/items/bin.png')

//Create a timer

var timer = new Game.Timer(15)

//Start the timer

function onKeyDown() {

if (timer.getTimeElapsed() == 0) {

timer.start()

}

}

//Stop the game once the timer reaches zero

timer.onTimeout = function() {

Game.gameOver = true

}

//Set a background image

Game.setBackgroundImage('/images/backgrounds/park.png') //Add a player object to the game

new Game.Player(100, 100, '/images/players/cat.png')

//Create a variable to store the score

var score = new Game.Score()

//Stop the game once they've got 6 items

Game.GoodItem.onCollect = function() {

if (score.get() >= 6) {

timer.stop()

}

}

//Add some good items for the player to collect

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