var playerX = 50;

var playerY = 75;

var playerDirection = 10;

var w = 87;

var s = 83;

var a = 65;

var d = 68;

var planetX = 150;

var planetY = 500;

var planetDirection = 1;

var planetXSpeed;

var planetYSpeed;

var rockX = 230;

var rockY = 275;

var rock2X = 290;

var rock2Y = 330;

var rock3X = 286;

var rock3Y = 275;

var rockDirection = 1;

var rockXSpeed;

var rockYSpeed;

var clickShapeX = 100;

var clickShapeY = 125;

function setup()

{

createCanvas(800,600);

}

function draw()

{

//player

background (0,200,10);

fill(240,100,190);

circle(playerX,playerY,75);

//planet

fill(200);

square(planetX,planetY,75);

if(planetX >=800 || planetX<=0)

{

planetDirection\*=-1;

}

planetX += planetDirection;

if(planetY >=550 || planetY<=0)

{

planetDirection\*=-1;

}

planetY += planetDirection;

//rock

fill(13)

triangle(rockX,rockY,rock2X,rock2Y,rock3X,rock3Y )

if(rockX >=800 || rockX<=0)

{

rockDirection\*=-1;

}

rockX += rockDirection;

if(rockY >=600 || rockY<=0)

{

rockDirection\*=-1;

}

rockY += rockDirection;

if(rock2X >=800 || rock2X<=0)

{

rockDirection\*=-1;

}

rock2X += rockDirection;

if(rock2Y >=600 || rock2Y<=0)

{

rockDirection\*=-1;

}

rock2Y += rockDirection;

if(rock3X >=800 || rock3X<=0)

{

rockDirection\*=-1;

}

rock3X += rockDirection;

if(rock3Y >=600 || rock3Y<=0)

{

rockDirection\*=-1;

}

rock3Y += rockDirection;

//click to obstacle

fill(0,222,13);

square(clickShapeX, clickShapeY,100);

//sign for exit

fill(100);

line(730,320,785,375);

fill(100);

line(730,450,785,400);

fill(222);

textSize(50);

text('Exit',640,320);

}

function keyPressed()

{

if (key == 'd')

{

playerX+=15;

}

else if (key == 'a')

{

playerX-=15;

}

if (key == 'w')

{

playerY+=15;

}

else if (key == 's')

{

playerY-=15;

}

function mouseClicked()

{

clickShapeX = mouseX;

clickShapeY = mouseY;

}

}