

Bolinha em movimento com cenário

```
let img;
```

```
let x = 220;
```

```
let y = 220;
```

```
let yvel = 3.5;
```

```
function setup() {
```

```
  img = loadImage('cenario.jpg');
```

```
  createCanvas(450, 320);
```

```
}
```

```
function draw() {
```

```
  //background(img);
```

```
  image(img,0,0,450,320);
```

```
  y = y + yvel;
```

```
  if ((y > height) || (y < 0)) {
```

```
    yvel = yvel * -1;
```

```
  }
```

```
  stroke(2);
```

```
  fill(255,0,0);
```

```
  ellipse(x,y,30,30);
```

```
}
```