<script src="https://koda.nu/simple.js">

 var player1 = { x: 100, y: 100};

 var player2 = { x: 500, y: 500};

 function update()

 {

 clearScreen();

 circle(player1.x, player1.y, 20, "red");

 circle(player2.x, player2.y, 20, "blue");

 if (keyboard.w) { player1.y -= 5; }

 if (keyboard.s) { player1.y += 5; }

 if (keyboard.a) { player1.x -= 5; }

 if (keyboard.d) { player1.x += 5; }

 if (keyboard.i) { player2.y -= 5; }

 if (keyboard.k) { player2.y += 5; }

 if (keyboard.j) { player2.x -= 5; }

 if (keyboard.l) { player2.x += 5; }

 var a = player1.x - player2.x;

 var b = player1.y - player2.y;

 var avstand = sqrt(a\*a+b\*b);

 if (avstand < 40)

 {

 alert("GAME OVER");

 stopUpdate();

 }

 }

</script>