```javascript
var readKeys = false;
var mapKeys = {};

var intervalScreen = null;
var intervalKeys = null;
var intervalSelection = null;
var intervalRocket = null;

var documentWidth = 0;
var documentHeight = 0;

var rocketX = 0;
var rocketY = 0;
var rocketS = 0;

$(document).ready(function () {
    $(this).keydown(function (e) {
        e = e || event;
        mapKeys[e.keyCode] = e.type === 'keydown';
        if (readKeys === true) {
            e.preventDefault();
        }
    });
    $(this).keyup(function (e) {
        e = e || event;
        mapKeys[e.keyCode] = e.type === 'keydown';
        if (readKeys === true) {
            e.preventDefault();
        }
    });
    setupGame();
});

function setupGame() {
    clearIntervals();
    readKeys = false;
    if ($("#gamediv").length !== 0) {
        $("#gamediv").empty();
        $("#gamediv").remove();
    }
    var $div = $('<div />').appendTo('body');
    $div.attr('id', 'gamediv');
}

function startGame() {
    readKeys = true;

    documentWidth = $(window).width();
    documentHeight = $(window).height();

    $('#gamediv').css('display', 'none');
    $('#gamediv').css('top', '25px');
    $('#gamediv').css('left', '25px');
    $('#gamediv').css('width', (documentWidth - 50) + 'px');
    $('#gamediv').css('height', (documentHeight - 50) + 'px');
    $('#gamediv').html();
    $('#gamediv').addClass('gamediv');

    var $div = $('<div />').appendTo('#gamediv');
    $div.attr('id', 'gametitle');
    $('#gametitle').css('top', '25px');
    $('#gametitle').css('left', '0px');
    $('#gametitle').css('width', ($('#gamediv').width()) + 'px');
    $('#gametitle').addClass('gametitle');
    $('#gametitle').html('<h1 class="gametitle">COMPUTER IDEE INVADERS</h1><h5
    class="gametitle">- een niet al te serieuze it-extravangantie door john
    vanderaart -<h5>');

    $div = $('<div />').appendTo('#gamediv');
    $div.attr('id', 'rocketdiv');
    $('#rocketdiv').css('display', 'none');
    $('#rocketdiv').addClass('rocket');
    $('#rocketdiv').html('<i class="fas fa-space-shuttle fa-rotate-270 fa-6x
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                rocket-color"></i>');
72          rocketX = ((documentWidth - 50) / 2) - 43;
73          rocketY = -120;
74          rocketS = 0;
75
76          intervalScreen = setInterval(handleScreen, 25);
77          intervalKeys = setInterval(handleKeys, 150);
78          intervalSelection = setInterval(handleSelection, 150);
79          intervalRocket = setInterval(handleRocket, 50);
80
81          $('#gamediv').css('display', '');
82      }
83
84      function clearIntervals() {
85          if (intervalScreen !== null) {
86              clearInterval(intervalScreen);
87          }
88          if (intervalScreen !== null) {
89              clearInterval(intervalKeys);
90          }
91          if (intervalSelection !== null) {
92              clearInterval(intervalSelection);
93          }
94          if (intervalRocket !== null) {
95              clearInterval(intervalRocket);
96          }
97      }
98
99      function handleScreen() {
100         documentWidth = $(window).width();
101         documentHeight = $(window).height();
102         $('#gamediv').css('width', (documentWidth - 50) + 'px');
103         $('#gamediv').css('height', (documentHeight - 50) + 'px');
104         $('#gametitle').css('width', $('#gamediv').width() + 'px');
105     }
106
107     function handleKeys() {
108         if (mapKeys[27]) {
109             setupGame();
110         }
111         if (mapKeys[37]) {
112             rocketS = rocketS + 2;
113             if (rocketS > 25) {
114                 rocketS = 25;
115             }
116             rocketX = rocketX - rocketS;
117             if (rocketX < 10) {
118                 rocketX = 10;
119             }
120         }
121         if (mapKeys[38]) {
122             if (rocketY > 250) {
123                 rocketY = rocketY - 50;
124             }
125         }
126         if (mapKeys[39]) {
127             rocketS = rocketS + 2;
128             if (rocketS > 25) {
129                 rocketS = 25;
130             }
131             rocketX = rocketX + rocketS;
132         }
133     }
134
135     function handleSelection() {
136         if (window.getSelection) {
137             if (window.getSelection().empty) {
138                 window.getSelection().empty();
139             } else if (window.getSelection().removeAllRanges) {
140                 window.getSelection().removeAllRanges();
141             }
142         } else if (document.selection) {
143             document.selection.empty();
```

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144            }
145    }
146
147    function handleRocket() {
148        if (rocketX > ($('#gamediv').width() - 135)) {
149            rocketX = $('#gamediv').width() - 135;
150        }
151        if (rocketY < ($('#gamediv').height() - 135)) {
152            rocketY = rocketY + 5;
153        }
154        if (rocketY > ($('#gamediv').height() - 135)) {
155            rocketY = $('#gamediv').height() - 135;
156        }
157        $('#rocketdiv').css('left', (rocketX) + 'px');
158        $('#rocketdiv').css('top', (rocketY) + 'px');
159        $('#rocketdiv').css('display', '');
160    }
```