Give the player object animated movement when arrow keys are pressed

Object_Player

Event: Keyboard <no key>

Action: Test Variable
    variable: sprite_index
    value: sprite_player_run_left
    operation: equal to

Action: Start Block

Action: Change Sprite
    sprite: sprite_player_left
    subimage: 0
    speed: 1

Action: End Block

Action: Else

Action: Test Variable
    variable: sprite_index
    value: sprite_player_run_right
    operation: equal to

Action: Start Block

Action: Change Sprite
    sprite: sprite_player_left
    subimage: 0
    speed: 1

Action: End Block

Events:
- <no key>
- <Left>
- <Right>

Actions:
- If sprite_index is equal to sprite_player_run_left
  - Start of a block
  - Change sprite into sprite_player_left
  - End of a block
- Else
- If sprite_index is equal to sprite_player_run_right
  - Start of a block
  - Change sprite into sprite_player_right
  - End of a block

SPRITES NEEDED FOR ANIMATION

sprite_player_right (1 image)
sprite_player_left (1 image)
sprite_player_run_right (4+ images)
sprite_player_run_left (4+ images)

Animated Movement

Give the player object animated movement when arrow keys are pressed

Object_Player

Event: Keyboard <Left>
Action: Execute Code

Events:
- <no key>
- <Left>
- <Right>

Actions:
- Execute a piece of code

CODE:

```
if (place_free(Object_Player.x-20,Object_Player.y))
{
Object_Player.x=Object_Player.x-9;
}
else
{
Object_Player.x=Object_Player.x
Object_Player.sprite_index=sprite_player_left;
}

sprite_index=sprite_player_run_left
image_speed=.3;
```

Event: Keyboard <Right>
Action: Execute Code

Events:
- <no key>
- <Left>
- <Right>

Actions:
- Execute a piece of code

CODE:

```
if (place_free(Object_Player.x+20,Object_Player.y))
{
Object_Player.x=Object_Player.x+9;
}
else
{
Object_Player.x=Object_Player.x
Object_Player.sprite_index=sprite_player_right;
}

sprite_index=sprite_player_run_right
image_speed=.3;
```

SPRITES NEEDED FOR ANIMATION

sprite_player_right (1 image)
sprite_player_left (1 image)
sprite_player_run_right (4+ images)
sprite_player_run_left (4+ images)