# **Animated Movement**

Part 1 of 2

Give the player object animated movement when arrow keys are pressed

## Object\_Player

Event: Keyboard <no key>

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

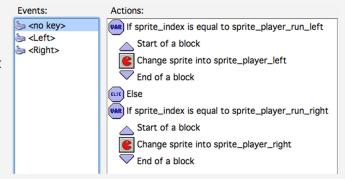
variable: sprite\_index
value: sprite\_player\_run\_right

operation: equal to

Action: Start Block

Action: Change Sprite
sprite: sprite\_player\_left
subimage: 0
speed: 1

Action: End Block



#### SPRITES NEEDED FOR ANIMATION

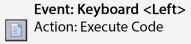
sprite\_player\_right (1 image)
sprite\_player\_left (1 image)
sprite\_player\_run\_right (4+ images)
sprite\_player\_run\_left (4+ images)

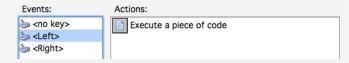
# **Animated Movement**

Part 2 of 2

Give the player object animated movement when arrow keys are pressed

## Object\_Player





#### 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.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



### 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)