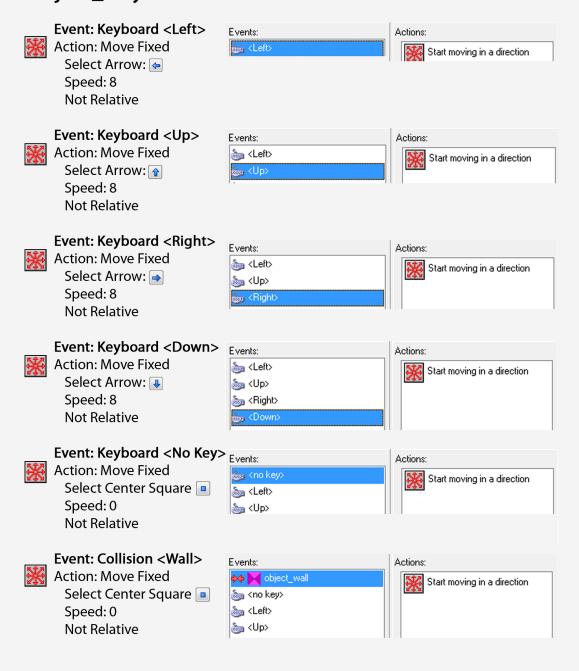
## Move: Player (Maze)

## Make a player object move when arrow keys are pressed

This card is best for Maze style games because the player will move in fixed directions

## Object\_Player



Object\_player should only move when keys are pressed and should stop when it hits object\_wall, unless 'Solid' is not checked in object\_wall properties.