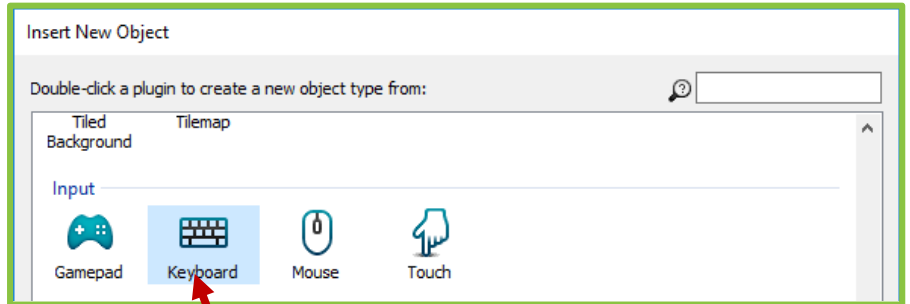




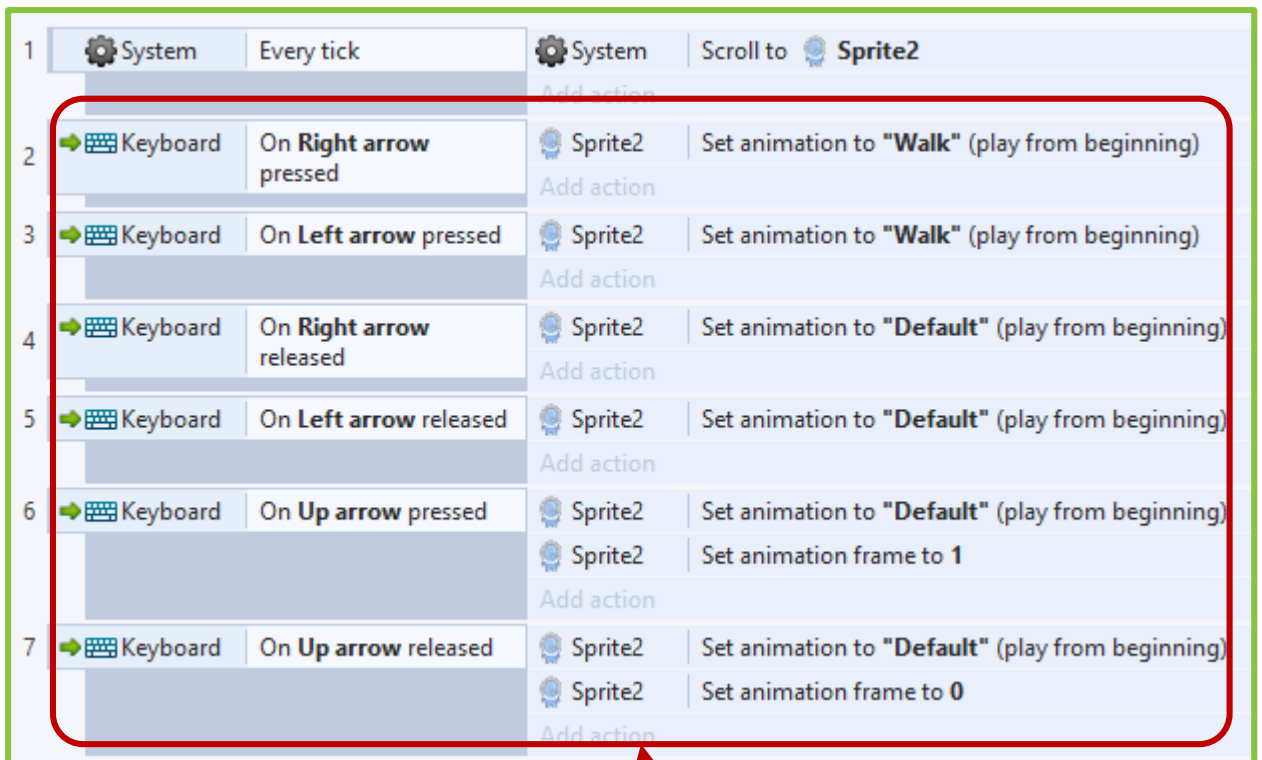
Intermediate – Part 2

Construct 2

1. Double click in an empty space on your layout.



2. Insert the **Keyboard** object.



3. Add the Highlighted Events and actions to your **Event sheet**.

4. Now run your layout to test your game.

1	System	Every tick	System	Scroll to Sprite2
			Add action	
2	Keyboard	On Right arrow pressed	Sprite2	Set animation to "Walk" (play from beginning)
			Sprite2	Set Not mirrored
			Add action	
3	Keyboard	On Left arrow pressed	Sprite2	Set animation to "Walk" (play from beginning)
			Sprite2	Set Mirrored
			Add action	
4	Keyboard	On Right arrow released	Sprite2	Set animation to "Default" (play from beginning)
			Add action	
5	Keyboard	On Left arrow released	Sprite2	Set animation to "Default" (play from beginning)
			Add action	
6	Keyboard	On Up arrow pressed	Sprite2	Set animation to "Default" (play from beginning)
			Sprite2	Set animation frame to 1
			Add action	
7	Keyboard	On Up arrow released	Sprite2	Set animation to "Default" (play from beginning)
			Sprite2	Set animation frame to 0
			Add action	

5. Add the Highlighted actions to your **Event sheet**.