



# Platformer Code

Character sprite:

```
when clicked
  switch backdrop to backdrop1
  spawn
  forever
    running?
    falling?
    ramp?
    wall?
    win?
    baddy?

define spawn
  go to x -200 y -140
  set rotation style left-right
  set x-velocity to 0
  set y-velocity to 0
  set gravity to -1

define running?
  if key right arrow pressed? then
    change x-velocity by 1
  if key left arrow pressed? then
    change x-velocity by -1
  set x-velocity to x-velocity * 0.9
  change x by x-velocity

define falling?
  change y-velocity by gravity
  change y by y-velocity
  if touching color black then
    change y by 0 - y-velocity
    set y-velocity to 0
  jump?

define wall?
  if touching color black then
    change x by 0 - x-velocity
    set x-velocity to 0
```



Character sprite:

```
define jump?
  if key up arrow pressed? then
    change y-velocity by 12

define win?
  if touching color yellow then
    say You won! for 2 seconds
    next backdrop
    spawn

define ramp?
  if touching color black then
    change y by 2
  if touching color black then
    change y by -2

define baddy?
  if touching Frank ? then
    spawn
```

Baddy sprite:

```
when backdrop switches to backdrop1
  hide

when backdrop switches to backdrop2
  show
  forever
    glide 3 secs to x 200 y -130
    glide 3 secs to x 35 y -130
```