**Speaker:** This is our second case of the topic and the case of the Slippery Minsky Brothers, this is case 302. If you download The Bank heist sketch file, let's download the crime and let's put it up in our downloads, saved 302. Let's just extract it and open up in brackets, what do we got in here? We've got our sketch and a scene file. Here we've got an image of the Gates's Bank and we've got a detective, and we're going to want to shine the spotlight from the detective all the way over to the Minsky brother.

If we run this sketch file, you'll see that we have a blank screen but a spotlight where we can see some of that image behind it. What we need to do if you have a look in sketch is a couple of things. We have to edit startX to alter the starting position of the spotlight and edit endX to stop the spotlight when it reaches our target and make the spotlight move perfectly from you toward Sergy by adjusting the increments of x and y. This is Sergy Minsky in this puzzle and then when we get everything done correctly, the spotlight should stop over Sergy.

Let's have a look at the scene and what we need to do is set where we want the spotlight to start, that's over our detective. 829 111 is the coordinates, so 829 is all we're interested here and whether it's just 829 because we're only worried about the x coordinates, 829, and then the end coordinate is going to be over Sergy Minsky 289 110, 289 is all we're interested in here, 289, all right.

Initialize X with the start variable is the next thing we have to do. We've got variables here called x and variable called y, we don't need to worry about that for now. The x is equal to 829 because that's where we're starting and we want to alter the variable x below to animate the spotlight. If you remember up here, it says we can use "+=" or "-=". As we are moving from right to left, we are going to want to reduce that value of x. Let's say x -= 1, that's going to animate one pixel of frame moving that spotlight from the start position to the end location.

Let's see that running. Let's do that so you can see it from the very beginning. We're starting our detective and the spotlight is moving across the scene and hopefully it will stop on the Minsky brother. Perfect. That is all we have to do here. Let's take a look and see how we do for a score. Let's open up the saved again, it's been downloads 302, select sketch, open, and let's submit our solution. Perfect. We've done that one first time, no problems. You'll find in the later levels you will also need to adjust the y coordinate and when you're adjusting the x and the y you won't just want to use plus or minus one for both of them. You want to vary those values so that it moves and at the correct angle.

**[00:04:39] [END OF AUDIO]**