

```

class Character extends MoveObject {

    x = 200;
    y = 280;
    width = 180;
    height = 350;
    walkSpeed = 20;
    world;
    Img_Walk = [
        'img/2_character_pepe/2_walk/W-21.png',
        'img/2_character_pepe/2_walk/W-22.png',
        'img/2_character_pepe/2_walk/W-23.png',
        'img/2_character_pepe/2_walk/W-24.png',
        'img/2_character_pepe/2_walk/W-25.png',
        'img/2_character_pepe/2_walk/W-26.png',
    ]
    Img_Jump = [
        'img/2_character_pepe/3_jump/j-31.png',
        'img/2_character_pepe/3_jump/j-32.png',
        'img/2_character_pepe/3_jump/j-33.png',
        'img/2_character_pepe/3_jump/j-34.png',
        'img/2_character_pepe/3_jump/j-35.png',
        'img/2_character_pepe/3_jump/j-36.png',
        'img/2_character_pepe/3_jump/j-37.png',
        'img/2_character_pepe/3_jump/j-38.png',
        'img/2_character_pepe/3_jump/j-39.png',
    ]

    constructor() {
        super().loadImage('img/2_character_pepe/1_idle/idle/I-1.png');
        this.loadImages(this.Img_Walk);
        this.loadImages(this.Img_Jump);
        this.applyGravity();
        this.animation();
    }

    animation() {
        // Für die Bewegung
        setInterval(() => {
            if (this.world.keyboard.RIGHT) {
                this.moveRight();
            }
            if (this.world.keyboard.LEFT && this.x > 0) {
                this.moveLeft();
            }
            if (this.world.keyboard.JUMP && !this.isAboveGround()) {
                this.jumping();
            }

            this.world.camera_x = -this.x + 200;
        }, 1000 / 30);

        setInterval(() => {
            // für die Animation

            if (this.isAboveGround()) {
                this.playAnimation(this.Img_Jump);
            } else {
                if (this.world.keyboard.RIGHT || this.world.keyboard.LEFT ) {
                    this.playAnimation(this.Img_Walk);
                }
            }
        }, 1000 / 40);
    }

    moveRight() {
        this.x += this.walkSpeed;
        this.otherDirection = false;
    }
}

```

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    }  
    moveLeft() {  
        this.x -= this.walkSpeed;  
        this.otherDirection = true;  
    }  
}
```