extends KinematicBody2D

export (int) var SPEED = 100

onready var Map = $TileMap

var velocity = Vector2()

var screen\_size

func \_ready():

set\_physics\_process(false)

$AnimatedSprite.play(userModel.getUserAvatar())

screen\_size = get\_viewport().size

func \_physics\_process(delta):

velocity = Vector2()

if Input.is\_action\_pressed('ui\_right'):

velocity.x += 1

if Input.is\_action\_pressed('ui\_left'):

velocity.x -= 1

if Input.is\_action\_pressed('ui\_down'):

velocity.y += 1

if Input.is\_action\_pressed('ui\_up'):

velocity.y -= 1

velocity = velocity.normalized() \* SPEED

velocity = move\_and\_slide(velocity)

position += velocity \* delta

position.normalized()

position.y = clamp(position.y,0,534)

position.x = clamp(position.x,0,990)