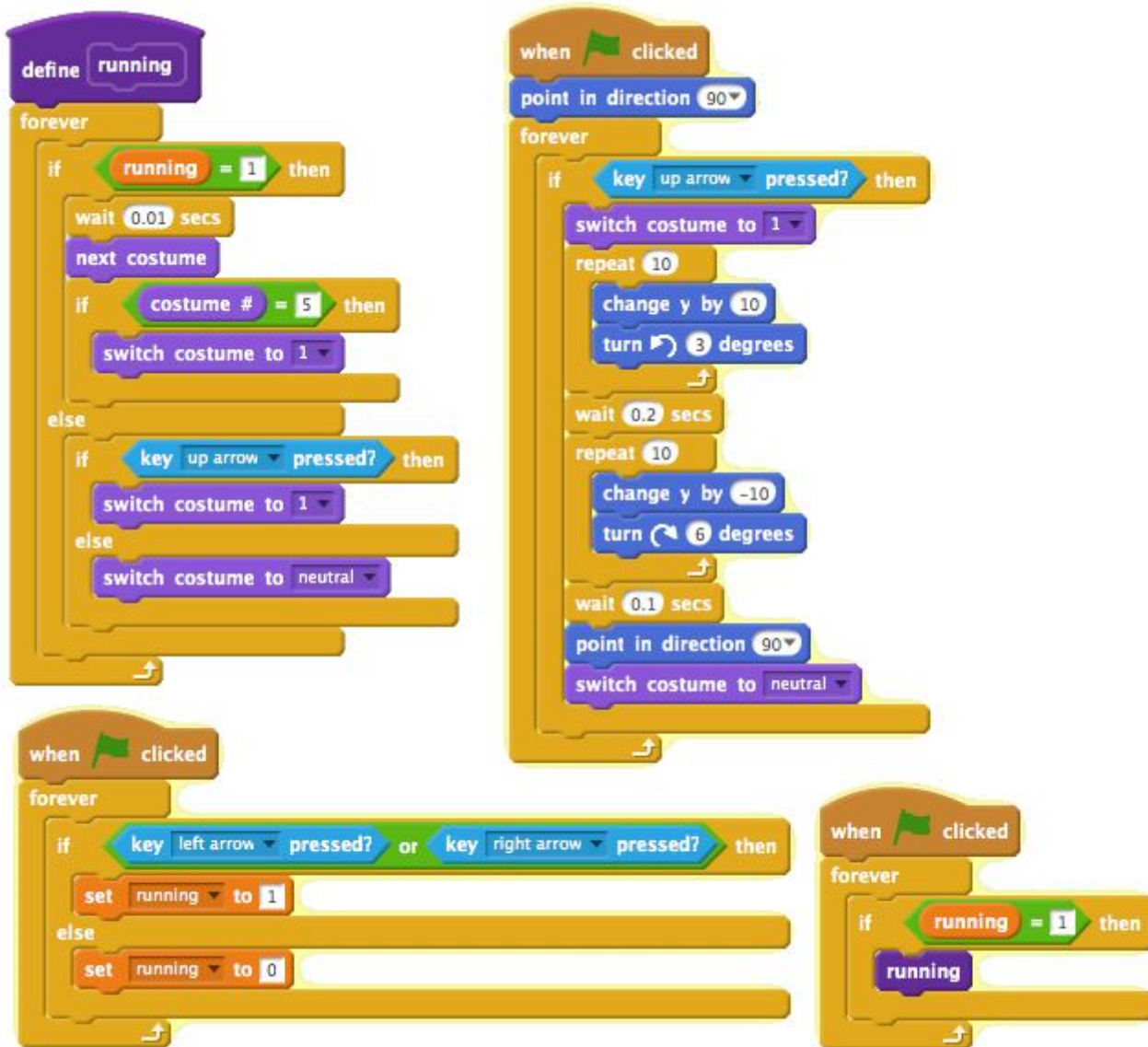


Directions

Programming game characters

In our last lesson we created a function for our character to jump.
Here's the code I ended up with



But now, I want my squirrel to be able to turn around and go backwards

So let's work on that little bit of code to do that

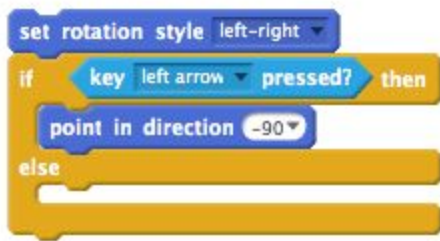
One easy way will be to use this block.



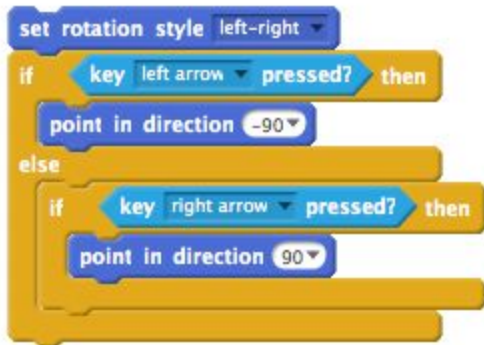
This will make it so that our sprite can only turn one way or the other.

But this may mean your sprite no longer trots when they jump!

For now, it's the easiest way to change direction, so we'll use it.



It needs to be attached to sensor blocks that are listening for key presses. You want to make sure the sprite turns the right way, when pressing either the left or right arrow key.



Inside the else, I will put another if statement that is checking for the right arrow key, and turning the other way.

Then we will add the whole thing to our “Define Running” clock, at the end, but inside the forever loop.

Do you have ideas about what the next step would be?

Do you think we can change direction another way, and keep rotating when we jump?