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

```
define running
                                             point in direction 90*
         running = 1 then
                                                   key up arrow pressed? then
    wait 0.01 secs
                                                  switch costume to 1 -
    next costume
                                                  repeat 10
                     = 5 then
                                                    change y by 10
                                                    turn 🔊 3 degrees
       switch costume to 1
                                                  wait (0.2) secs
                                                  repeat 10
          key up arrow pressed? then
                                                    change y by -10
       switch costume to 1
                                                    turn ( 6 degrees
       switch costume to neutral
                                                  wait 0.1 secs
                                                  point in direction 90♥
                                                  switch costume to neutral
 when 🦰 clicked
                                                                         when F clicked
         key left arrow pressed? or key right arrow pressed?
         running v to 1
                                                                                  running = 1 then
     set running * to 0
                                                                              running
```

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 tolts when they jump!

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

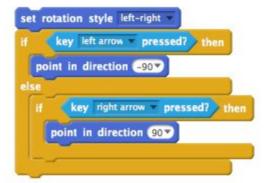
```
set rotation style left-right

if key left arrow pressed? then

point in direction -90*

else
```

It needs to be attached to sensor blocks that are listening for key presses. You want to make sure the sprite turns they 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?