Move Controls

Using Snap*!*'s editor

Today we are going to move our little gobo around using arrow keys. First create a new project at https://snap.berkeley.edu/snap/snap.html. Click the [image] button and select '*costumes…*'. Now select 'alonzo' than press import.

Now switch to the scripts stage. Grab a 'When flag clicked' (This will run the code underneath when the flag is clicked) block along with a forever loop (this will repeat the code forever) and a 4 if statements (These will run the code inside of them when the input reports true.) in the Control selection.
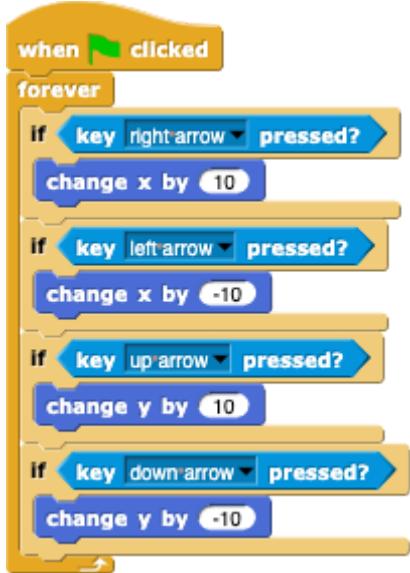
Move to the sensing selection and grab 4 'Key [space] pressed?' (These will report true if the current key is pressed) booleans. Change the first boolean to right key, second to left key, third to up key and fourth key to down key now mash your code together to look like this.

Now go to the motion selection and grab 2 'Change y by ()' blocks and 2 'Change x by ()'. Fill in the first 'Change y by ()' block as (-10) and second as (10). Fill in the first 'Change x by ()' block as (-10) and second as (10). (These block will all change the position of gobo by 10) Now mash the code like so:

Now Test your project!

You might want to add a under the hat to reset the position when the flag is clicked.

Having trouble? View the example project https://bit.ly/spmadtb4