```gdscript
extends KinematicBody2D

#DENVER DEO GOROSPE

var motion = Vector2(0, 0)
var  UP = Vector2(0,-1)
const SPEED = 1000
const GRAVITY = 700
const JUMP_SPEED = 5000

func _apply_gravity():
	if is_on_floor():
		motion.y = 0
	else:
		motion.y = +GRAVITY

func _move():
	if Input.is_action_pressed("left") && !Input.is_action_pressed("right"):
		motion.x = -SPEED
	elif Input.is_action_pressed("right") && !Input.is_action_pressed("left"):
		motion.x = SPEED
	else:
		motion.x = 0

func _jump():
	if Input.is_action_pressed("jump") && is_on_floor():
		motion.y = -JUMP_SPEED

func _animate():
	if motion.x != 0:
		$AnimatedSprite.play("walk")
		if motion.x > 0:
			$AnimatedSprite.flip_h = false
		else:
			$AnimatedSprite.flip_h = true
	elif motion.y < 0:
		$AnimatedSprite.play("jump")
	else:
		$AnimatedSprite.play("idle")

func _physics_process(delta):
	_apply_gravity()
	_jump()
	_move()
	_animate()
	move_and_slide(motion, UP)
```