Key Listener

Notice that there are 2 java files in this folder, GameCharacter and Map, along with several images. We worked with similar files before, but in this case we will add a KeyListener, and not use a separate class, like Move, to tell the game character where to go.

Adding a key listener to get the GameCharacter to move

There are 3 important steps to take when creating a key listener

- Create a class that implements the KeyListener class
    - You can create a private class at the bottom of the Map.java file
    - This class should contain the following functions in order to extend the KeyListener class
        - public void keyTyped(KeyEvent e)
        - public void keyPressed(KeyEvent e)
        - public void keyReleased(KeyEvent e)
    - You only need to use one of these function to get the GameCharacter to work correctly
- Create an object of this class
    - In the Map constructor create an instance of this class
- Register this class with whatever it needs to listen to
    - Register this class with the Map class using the addKeyListener function

Adding another character

If you get done early, perhaps extend the GameCharacter class to draw the other set of pictures in the folder. This character can move randomly whenever a key is pressed, or even move using a different set of keys than the current character.