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Exercise 1

For this exercise I used Haxeflixel and texturepacker. I used Taxturepacker to first, slice the png file given by professor, as per my requirement to animate death, run and attack.

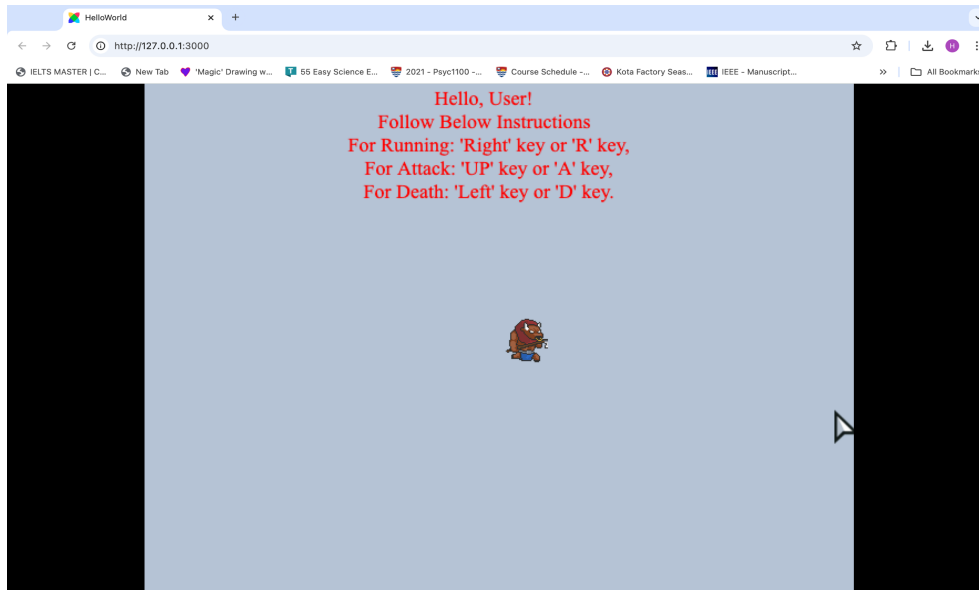
I combined the sliced sprites using texturepacker. I made 3 different .png files for 3 different animations.

For each animation I assigned the keys and on pressing that key the animation can be executed. For this I used if else conditions and in execution of each condition I loaded the graphics of that condition and applied animation on each.

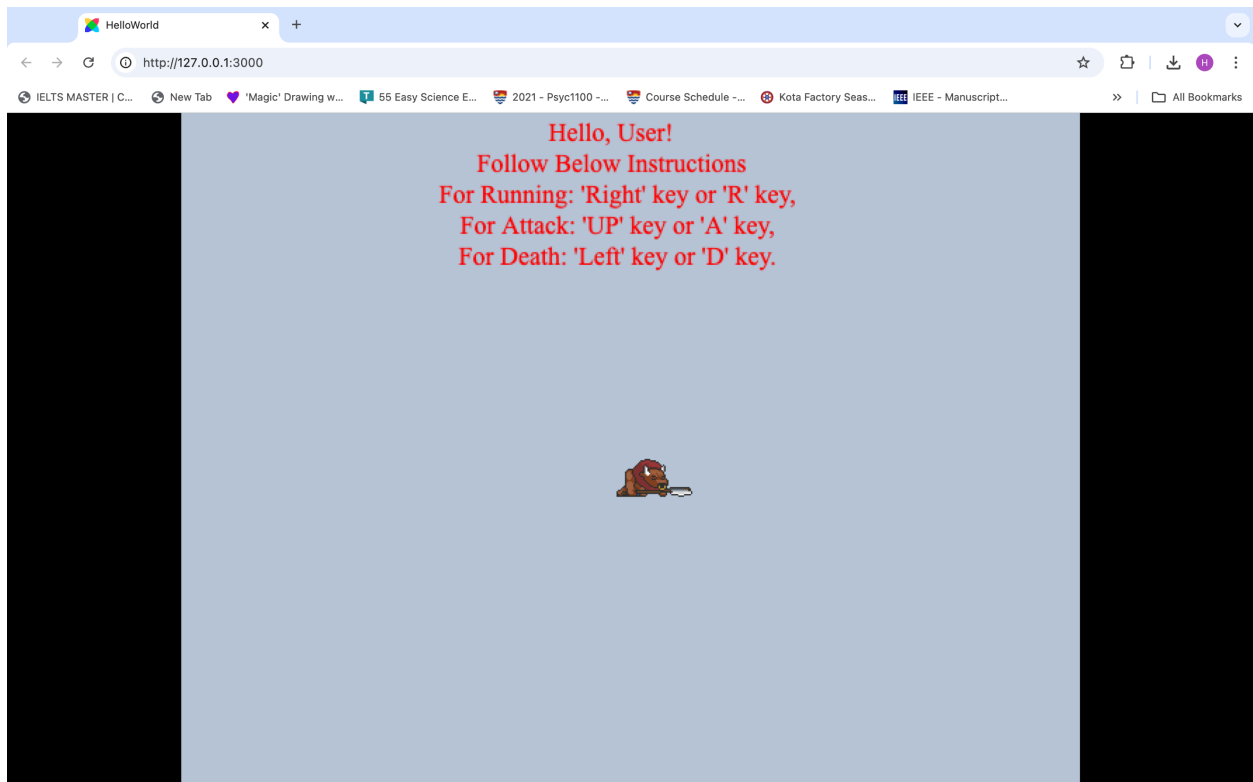
For the ease of user, I also provided the details of keys to execute move.

Here is the output if my project:

Run:



Death:



Attack:

