

```

import flash.events.Event;
import flash.geom.Point;

//Scroll Game
var scrollX:Number = 0;
var scrollY:Number = 500;
//Scroll Snelheid
var xSpeed:Number = 0;
var ySpeed:Number = 0;
//Bewegen - Keyboard
var dPressed:Boolean = false;
var aPressed:Boolean = false;
var wPressed:Boolean = false;
var sPressed:Boolean = false;
//Collision check
var leftBumping:Boolean = false;
var rightBumping:Boolean = false;
var upBumping:Boolean = false;
var downBumping:Boolean = false;
//Collision Point Player = 62 x 120
var leftBumpPoint:Point = new Point(-31, -60);
var rightBumpPoint:Point = new Point(31, -60);
var upBumpPoint:Point = new Point(0, -120);
var downBumpPoint:Point = new Point(0, 0);
//Bewegen - Natuurwetten
var speedConstant:Number = 4;
var frictionConstant:Number = 0.9;
var gravityConstant:Number = 1.8;
var jumpConstant:Number = -35;
var maxSpeedConstant:Number = 18;
//DUBBLEJUMP
var doubleJumpReady:Boolean = false;
var upReleasedInAir:Boolean = false;
//LOCKED DOORS
var keyCollected:Boolean = false;
var doorOpen:Boolean = false;

//Bewegen - Keyboard
stage.addEventListener(KeyboardEvent.KEY_DOWN, keyDownHandler);
stage.addEventListener(KeyboardEvent.KEY_UP, keyUpHandler);
//Keyboard Pressed
function keyDownHandler(e:KeyboardEvent):void{
    if(e.keyCode == Keyboard.A){
        aPressed = true;
        //trace("A Ingedrukt");//TEST-TRACE
    } else if(e.keyCode == Keyboard.D){
        dPressed = true;
        //trace("D Ingedrukt");//TEST-TRACE
    } else if(e.keyCode == Keyboard.W){
        wPressed = true;
        //trace("W Ingedrukt");//TEST-TRACE
    } else if(e.keyCode == Keyboard.S){
        sPressed = true;
        //trace("S Ingedrukt");//TEST-TRACE
    }
}
//Keyboard released
function keyUpHandler(e:KeyboardEvent):void{
    if(e.keyCode == Keyboard.A){

```

```

        aPressed = false;
        //trace("A Losgelaten");//TEST-TRACE
    } else if(e.keyCode == Keyboard.D){
        dPressed = false;
        //trace("D Losgelaten");//TEST-TRACE
    } else if(e.keyCode == Keyboard.W){
        wPressed = false;
        //trace("W Losgelaten");//TEST-TRACE
    } else if(e.keyCode == Keyboard.S){
        sPressed = false;
        //trace("S Losgelaten");//TEST-TRACE
    }
}

//MAIN GAME LOOP
stage.addEventListener(Event.ENTER_FRAME, loop);

function loop(e:Event):void{
    //COLLISION
    if(back.collisions.hitTestPoint(player.x + leftBumpPoint.x, player.y + leftBumpPoint.y,
true)){
        //trace("L Bumping");//TEST-TRACE
        leftBumping = true;
    } else {
        leftBumping = false;
        //trace("NO-L Bumping");//TEST-TRACE
    }

    if(back.collisions.hitTestPoint(player.x + rightBumpPoint.x, player.y + rightBumpPoint.y,
true)){
        //trace("R Bumping");//TEST-TRACE
        rightBumping = true;
    } else {
        rightBumping = false;
        //trace("NO-R Bumping");//TEST-TRACE
    }

    if(back.collisions.hitTestPoint(player.x + upBumpPoint.x, player.y + upBumpPoint.y,
true)){
        //trace("UP Bumping");//TEST-TRACE
        upBumping = true;
    } else {
        upBumping = false;
        //trace("NO-UP Bumping");//TEST-TRACE
    }

    if(back.collisions.hitTestPoint(player.x + downBumpPoint.x, player.y +
downBumpPoint.y, true)){
        //trace("DOWN Bumping");//TEST-TRACE
        downBumping = true;
    } else {
        downBumping = false;
        //trace("NO-DOWN Bumping");//TEST-TRACE
    }
}

//BEWEGEN - PLAYER
if(aPressed){
    xSpeed -= speedConstant;
    player.scaleX = -1;
}

```

```

    } else if(dPressed){
        xSpeed += speedConstant;
        player.scaleX = 1;
    }
//NIET MEER NODIG DOOR JUMP
/*if(wPressed){
    ySpeed -= speedConstant;

} else if(sPressed){
    ySpeed += speedConstant;

}*///NIET MEER NODIG DOOR JUMP

//COLLISION BUMP OFF WALL
if(leftBumping){
    if(xSpeed < 0){
        xSpeed *= -0.5;
    }
}

if(rightBumping){
    if(xSpeed > 0){
        xSpeed *= -0.5;
    }
}

if(upBumping){
    if(ySpeed < 0){
        ySpeed *= -0.5;
    }
}

if(downBumping){//ALS PLAYER DE GROND RAAKT!
    if(ySpeed > 0){
        ySpeed = 0; //Maak Y Speed 0
    }
    if(wPressed){ //Als up ingedrukt
        ySpeed = jumpConstant; //Maak yspeed jumpconstant
    }

    //DOUBLE JUMP
    //Reset dubble jump
    if(upReleasedInAir == true){
        upReleasedInAir = false;
    }
    if(doubleJumpReady == false){
        doubleJumpReady = true;
    }
} else { //ALS Player de grond NIET raakt

    ySpeed += gravityConstant; //accelerate naar beneden

    //DOUBLE JUMP
    if(wPressed == false && upReleasedInAir == false){
        upReleasedInAir = true;
        //trace("upReleasedInAir");
    }
    if(doubleJumpReady && upReleasedInAir){

```

```

        if(wPressed){
            //trace("doubleJump!");
            doubleJumpReady = false;
            ySpeed = jumpConstant;
        }
    }

    //MAXIMALE SNELHEID
    if(xSpeed > maxSpeedConstant){ //moving right
        xSpeed = maxSpeedConstant;
    } else if(xSpeed < (maxSpeedConstant * -1)){ //moving left
        xSpeed = (maxSpeedConstant * -1);
    }
    //BEWEGINGSFRICTIE
    xSpeed *= frictionConstant;
    ySpeed *= frictionConstant;

    //MINIMALE SNELHEID
    if(Math.abs(xSpeed) < 0.5){
        xSpeed = 0;
    }
    //BEWEEG SCHERM
    scrollX -= xSpeed;
    scrollY -= ySpeed;
    //BEWEEG BACKGROUND
    back.x = scrollX;
    back.y = scrollY;
    //BEWEEG SKY
    sky.x = scrollX * 0.2;
    sky.y = scrollY * 0.2;

    //LOCKED DOORS
    if(keyCollected == false){//Als PLAYER GEEN Key heeft
        if(player.hitTestObject(back.doorKey)){//Als PLAYER de Key Aanraakt
            back.doorKey.visible = false; //Verstop Key van zicht
            keyCollected = true; //Key verzameld
            trace("KEY COLLECTED");//TEST TRACE
        }
    }
    if(doorOpen == false){//DEUR IS GESLOTEN
        if(keyCollected == true){//EN PLAYER heeft KEY
            if(player.hitTestObject(back.doorLocked)){ //EN PLAYER raakt deur
                back.doorLocked.gotoAndStop(2);//Switch naar OpendeurFrame
                doorOpen = true;
                trace("DOOR UNLOCKED");//TEST TRACE
            }
        }
    }
}

```