

```
//checks for input and sets velocities
if(player not dead && in game level)
{
    if moving left
        setvelocity -300, velocity.y

    if moving right
        set velocity 300, velocity.y

    if jump
        set velocity.x, jumpHeight
}

//stops x movement when key released
when key released
{
    set velocity 0, velocity.y
}

//update
move player (velocityX * dt, velocityY * dt)
set velocity(velocityX, velocityY - gravity)

if not on set velocityY to 0, if not let fall till hits ground
```