

```
1 using UnityEngine;
2 using System;
3
4 public class HumanMovement : Movement
5 {
6     public Joystick joystick;
7     protected override int[] SelectedMove()
8     {
9         try
10        {
11            int[] output = new int[2];
12
13            // Checks if the joystick is moving left or right
14            if (joystick.JoystickVec.x > 0)
15            {
16                output[1] = 1;
17            }
18            else if (joystick.JoystickVec.x < 0)
19            {
20                output[1] = -1;
21            }
22
23            // Checks if the jump button has been pressed
24            if (Stats.JumpPressed)
25            {
26                output[0] = 1;
27                Stats.JumpPressed = false;
28            }
29            else
30            {
31                output[0] = 0;
32            }
33            return output;
34        }
35        catch (Exception e)
36        {
37            Debug.Log(e);
38            // If there is an error, the game will not make a move for the player
39            int[] output = new int[] { 0, 0, 0 };
40            return output;
41        }
42    }
43 }
```