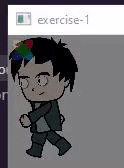
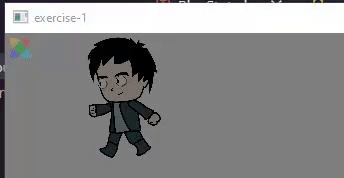
To create the walking animation using the spritesheet created in TexturePacker, I created an array of names that follow the naming convention of the images supplied to us so that the array would hold the name of every frame in the proper order. Once this was done, it was as simple as creating an animation using the function **addByNames()** and setting the animation name, array of names, and frame rate.

A picture containing text

Description automatically generated



The next step was to tie this animation to the pressing of the left and right arrow keys and changing the direction of the animation respectively. This was done by checking if one of the keys were being pressed and the other one wasn’t, and the reversing the direction by using the property **flipX = true;** if the sprite was moving to the left.



Next I wanted to add some basic platforms for the sprite to maneuver through, so I created a function called **platform()**  that takes an x, y, width, and height as input and returns a platform. Bounding walls were added onto the left, top, and right as well. The platforms and walls are added to a group called **grpWalls** and are made immovable. In **update()** we check for collision between **grpWalls** and our **sprite.**A picture containing text

Description automatically generated

A bottom wall was not added so that the sprite can fall through to the next level using **isOnScreen()** to check if the sprite has fallen through. The screen will fade and call the function **gameOver()** which switches the state to **GameOverState.** This is the end of the program.