Starting with a blank slate we added sprites to the blank canvas in the way of a background, foreground (main), ground level, and monkey named Flip.



Next we gave the ground solid physics and flip basic movement of left and right with no animations. We set up the event sheet for future animations though.



Now we give flip a animation for moving on the platform and if he stops but it only shows him moving right. We also set the input for if he is moving to be right arrow on the keyboard.
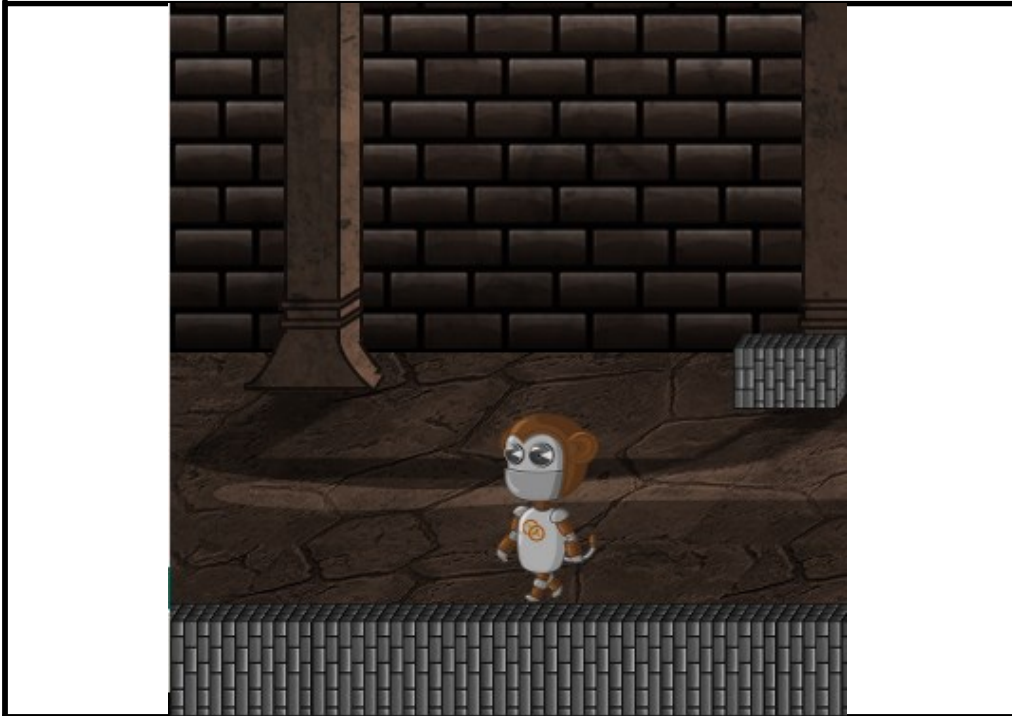


After giving him a right moving animation and input we do a mirror of the animation and a left input. The left input is the left arrow on the keyboard and activates while moving on platform.



Now the flip can move both ways with animation he needs an animation for jumping up. We set the animation for jump to start as he leaves the platform. We also set the landing animation to be default for if he is still moving through the air or not.



Finally we add the solid object on the floating platform and create the final event under the system to start flip at the default animation at the top of the layer.

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