

Lab 8 - LibGDX Actions and Animations

For this lab, we will get familiar with how to create **actions** and **animations** in LibGDX. **Please make sure to submit this lab as a .zip as StudentName_StudentNumber_LabName.zip**

Your job here is to create the following screens:

Animation Screen

Create a screen with a horizontal scrolling background. The background will have three actors on top doing separate animations.

For example, one actor can be *running*, one can be *jumping*, one and be just *idle*.

Using the **moveBy()** function, set the next screen once all three actor's positions are not in sight.

Action Screen

On this screen, create the same scenario as the Animation Screen, while adding some new features:

First, remove the code for the **moveBy()** function as we won't be needing it anymore.

Have the first actor do these three actions in sequence:

- **ScaleBy 2**
- **RotateBy 180**
- **MoveTo the end of the screen**

Have the second actor do three actions in parallel:

- **ScaleBy 2**
- **RotateBy 180**
- **MoveTo the end of the screen**

Have the third actor do these actions in repeat forever:

- **MoveTo the end of the screen**
- **RotateBy 180**
- **MoveTo back to the other side of the screen (beginning)**

