

```
1 using SplashKitSDK;
2
3 namespace CustomProject.StrategyDesign
4 {
5     public class FastMovement : IMovementStrategy
6     {
7         public void Move(Player player)
8         {
9             player.IsMoving = false;
10             if (!player.IsDead)
11             {
12                 if (SplashKit.KeyDown(KeyCode.LeftKey))
13                 {
14                     player.IsMoving = true;
15                     if (!player.CollisionHandler.IsCollideWithLand(player.X ➤
16                         - 6, player.Y))
17                     {
18                         player.X -= 6;
19                     }
20                 }
21                 else if (SplashKit.KeyDown(KeyCode.RightKey))
22                 {
23                     player.IsMoving = true;
24                     if (!player.CollisionHandler.IsCollideWithLand(player.X ➤
25                         + 6, player.Y))
26                     {
27                         player.X += 6;
28                     }
29                 }
30             }
31         }
32     }
```