

```
1  using CustomProject.GameHandler;
2  using SplashKitSDK;
3
4  namespace CustomProject.StrategyDesign
5  {
6      public class NormalMovement : IMovementStrategy
7      {
8          public void Move(Player player)
9          {
10              player.IsMoving = false;
11              if (!player.IsDead)
12              {
13                  if (SplashKit.KeyDown(KeyCode.LeftKey))
14                  {
15                      player.IsMoving = true;
16                      if (!player.CollisionHandler.IsCollideWithLand(player.X - 3, player.Y))
17                      {
18                          player.X -= 3;
19                      }
20                  }
21                  else if (SplashKit.KeyDown(KeyCode.RightKey))
22                  {
23                      player.IsMoving = true;
24                      if (!player.CollisionHandler.IsCollideWithLand(player.X + 3, player.Y))
25                      {
26                          player.X += 3;
27                      }
28                  }
29              }
30          }
31      }
32  }
33
```