

```
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
```