

```
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                 else if (SplashKit.KeyDown(KeyCode.RightKey))
21                 {
22                     player.IsMoving = true;
23                     if (!player.CollisionHandler.IsCollideWithLand(player.X >
24                         + 6, player.Y))
25                     {
26                         player.X += 6;
27                     }
28                 }
29             }
30         }
31     }
32 }
```