

```
1 using CustomProject.SingletonDesign;
2 using SplashKitSDK;
3
4 namespace CustomProject.GameHandler
5 {
6     public class AnimationHandler
7     {
8         private Player _player;
9
10        public AnimationHandler(Player player)
11        {
12            _player = player;
13        }
14
15        public void UpdateMovingAnimation()
16        {
17            if (_player.IsDead) return;
18
19            if (_player.IsMoving)
20            {
21                UpdateRunningAnimation();
22            }
23            else
24            {
25                UpdateStandingAnimation();
26            }
27        }
28
29        private void UpdateStandingAnimation()
30        {
31            if (_player.PlayerSprite.AnimationName() == "runleft")
32            {
33                _player.PlayerSprite.StartAnimation("Left");
34            }
35            else if (_player.PlayerSprite.AnimationName() == "runright")
36            {
37                _player.PlayerSprite.StartAnimation("Right");
38            }
39        }
40
41        private void UpdateRunningAnimation()
42        {
43            if (SplashKit.KeyDown(KeyCode.LeftKey))
44            {
45                StartAnimationIfNotRunning("RunLeft");
46            }
47            else if (SplashKit.KeyDown(KeyCode.RightKey))
48            {
49                StartAnimationIfNotRunning("RunRight");
```

```
50     }
51 }
52
53 private void StartAnimationIfNotRunning(string animationName)
54 {
55     if (SplashKit.SpriteAnimationName(_player.PlayerSprite) != animationName.ToLower())
56     {
57         _player.PlayerSprite.StartAnimation(animationName);
58     }
59 }
60
61 public void UpdateDeadAnimation()
62 {
63     if (ClockSingleton.GetInstance().GetElapsedTicks("deathframe") <= 800)
64     {
65         _player.PlayerSprite.UpdateAnimation();
66     }
67 }
68
69 public void Die()
70 {
71     _player.IsDead = true;
72     ClockSingleton.GetInstance().StartTimer("deathframe");
73     if (_player.PlayerSprite.AnimationName().Contains("right"))
74     {
75         _player.PlayerSprite.StartAnimation("DeadRight");
76     }
77     else if (_player.PlayerSprite.AnimationName().Contains("left"))
78     {
79         _player.PlayerSprite.StartAnimation("DeadLeft");
80     }
81 }
82 }
83 }
84
```