

```
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 (_player.PlayerSprite.AnimationName() != animationName)
56             {
57                 _player.PlayerSprite.StartAnimation(animationName);
58             }
59         }
60     }
61 }
```

```
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") >
64             <= 800)
65         {
66             _player.PlayerSprite.UpdateAnimation();
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 }
```