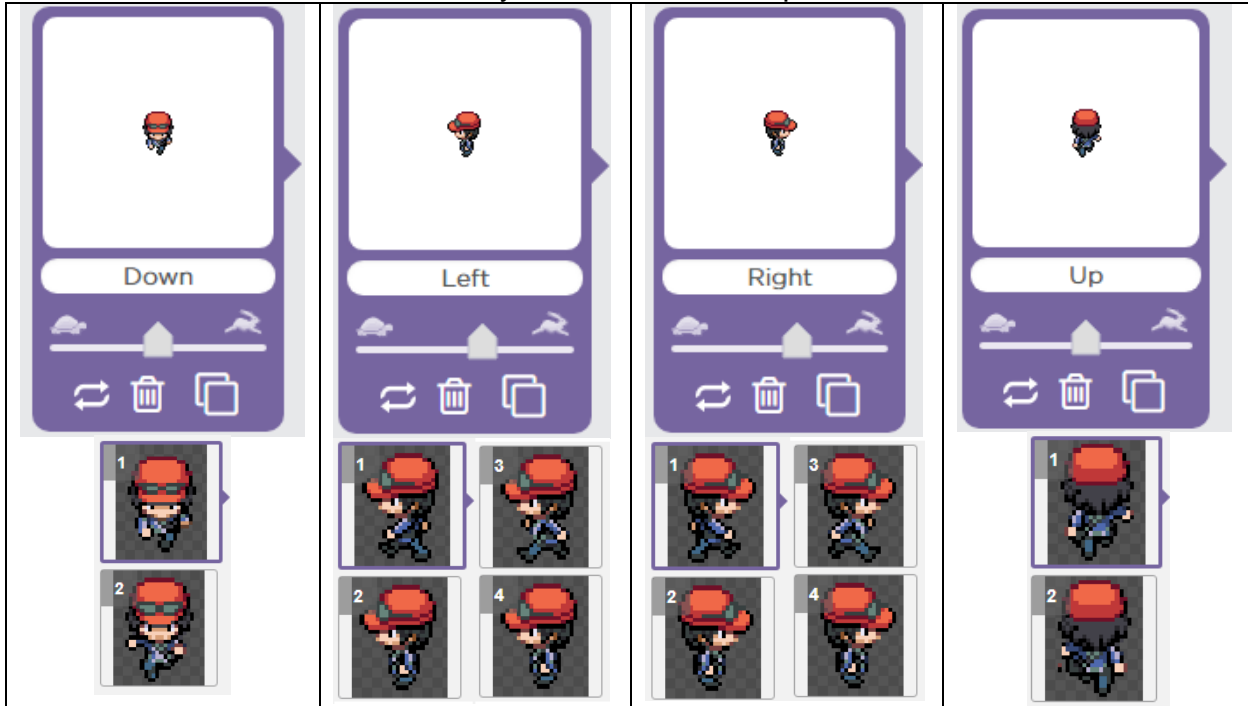# Animated Walker

The purpose of this assignment is to practice making your own animations.

You need to make 4 animations of your own. For example:

- Don't copy my Pokémon character, choose one of your own.
- Google "pixel sprite sheet" or "sprite sheet". If you know the name, like Undertale or Mario, toss that in as well. Cut and paste the sheet into paint.
- Choose a direction, and create an animation.
- In paint, zoom in and grab the exact pixels you want for the frame you are building.
- Make sure that the background is transparent (check out the buttons on the side).

The code I used was this:
(if you cut and paste it in, you ought to be able to test your animations)

```
var amount = 5;

var sprite = createSprite(100, 300);
sprite.setAnimation("Up");
sprite.velocityX=0;
sprite.velocityY=-amount;

function draw() {
  background("green");
  drawSprites();

  if (keyDown("a") || sprite.x>380) {
    sprite.setAnimation("Left");
    sprite.x -= amount;
    sprite.velocityX=-amount;
```

```
      sprite.velocityY=0;
    }
    else if (keyDown("d") || sprite.x<20) {
      sprite.setAnimation("Right");
      sprite.x += amount;
      sprite.velocityX=amount;
      sprite.velocityY=0;
    }
    else if (keyDown("w") || sprite.y>380) {
      sprite.setAnimation("Up");
      sprite.y -= amount;
      sprite.velocityX=0;
      sprite.velocityY=-amount;
    }
    else if (keyDown("s") || sprite.y<20) {
      sprite.setAnimation("Down");
      sprite.y += amount;
      sprite.velocityX=0;
      sprite.velocityY=amount;
    }

}
```