

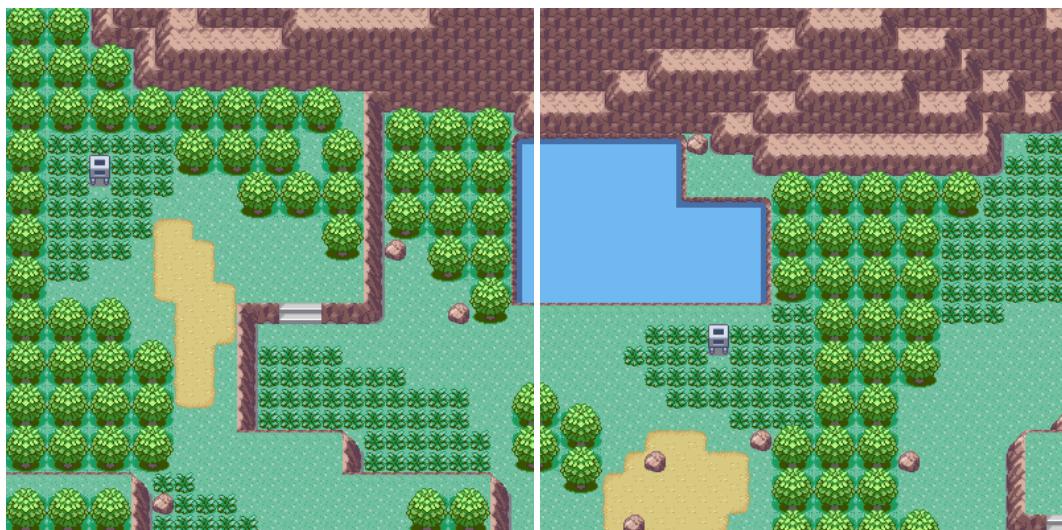
## Sideways Scroll

Video: <https://youtu.be/V36kOFIS-KU>

Start with picture that has a height of 400. This one was 1600 x 400.



Then, slice it into a series of pictures that are 400 x 400.



Then, upload all of the pictures into AppLab animations.

Make your sprite animation.

The code is:

```
//panel #1 starting x value = 200
var panel1 = createSprite(200, 200);
panel1.setAnimation("Panel1.png_1");

//panel #2 starting x value = 600
//600 = 400 (width of #1) + 200
var panel2 = createSprite(600, 200);
panel2.setAnimation("Panel2.png_1");

//panel #3 starting x value = 1000
//1000 = 800 (width of #1 & 2) + 200
var panel3 = createSprite(1000, 200);
panel3.setAnimation("Panel3.png_1");

//panel #4 starting x value = 1400
//1400 = 1200 (width of #1, 2, 3 = 400*3) + 200
var panel4 = createSprite(1400, 200);
panel4.setAnimation("Panel4.png_1");

var char = createSprite(200, 200);
char.setAnimation("charmanderRight");
char.scale = 0.15;

//starting position of character
var x = 200;
```

```
function draw() {
  drawSprites();
  //if moving left and on first panel
  //200 = 1/2 of size of panel
  //20 = size of hero sprite
  if(keyDown("left")&& x<=200 && x>=20){
    x-=5;
    char.x-=5;
    char.setAnimation("charmanderLeft");
  }
  //if moving left on last half of last panel (4th)
  //1400 = 400 * 3 (3 screens) + 200 (1/2 of 4th)
  //1500 = 400 * 4 (4 screens) - 20 (size of hero sprite)
  else if(keyDown("left")&& x>=1400 && x<=1580){
    x-=5;
    char.x-=5;
    char.setAnimation("charmanderLeft");
  }
  //if moving left and not on first half of first panel
  else if(keyDown("left") && x>=20){
    x-=5;
    panel1.x+=5;
```

```
panel2.x+=5;
panel3.x+=5;
panel4.x+=5;
char.setAnimation("charmanderLeft");
}
```

```
//if moving right, on last half of last panel (4th)
if(keyDown("right")&& x>=1400 && x<=1580){
    x+=5;
    char.x+=5;
    char.setAnimation("charmanderRight");
}
//moving right, on first half of first panel
else if(keyDown("right")&&x<=200 && x>=20){
    x+=5;
    char.x+=5;
    char.setAnimation("charmanderRight");
} //moving right
else if(keyDown("right")&& x<=1580){
    x+=5;
    panel1.x-=5;
    panel2.x-=5;
    panel3.x-=5;
    panel4.x-=5;
    char.setAnimation("charmanderRight");
}
```

```
//moving up and down doesn't scroll
if(keyDown("up")&& char.y>10){
    char.y-=5;
}
if(keyDown("down")&& char.y<380){
    char.y+=5;
}
```