Processing Movement

§ A Basic Processing™ Movement Project

Why

This project is a basic movement system for Processing that can be used as a stepping off point for other, more advanced movement systems.

Usage

Included are two files, one for the main sketch, and one for the player class. This project uses the `W`, `A`, and `D` keys for movement, where `W` is jump, and `A` and `D` move left and right. Additionally, `SPACE` also pauses the game.

License

This really doesn't need a license, but I included GNU GPLv3 just for the fun of it.