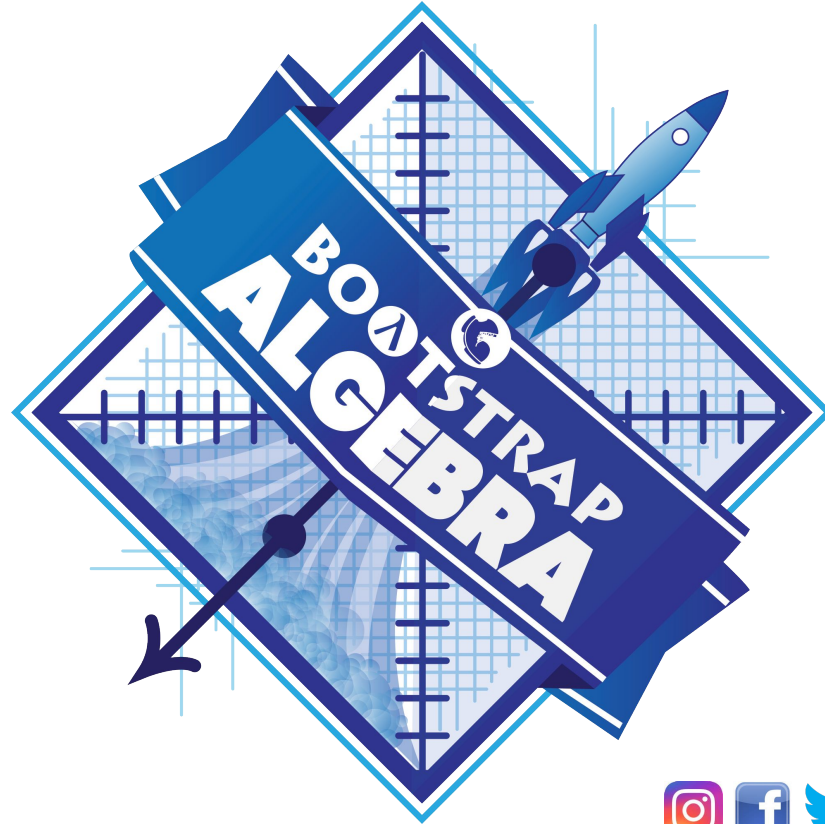


Character Animation



@BootstrapWorld



Animation

How does a flip-book animation work?

Why do we see movement from still images?

How might this apply to our game?



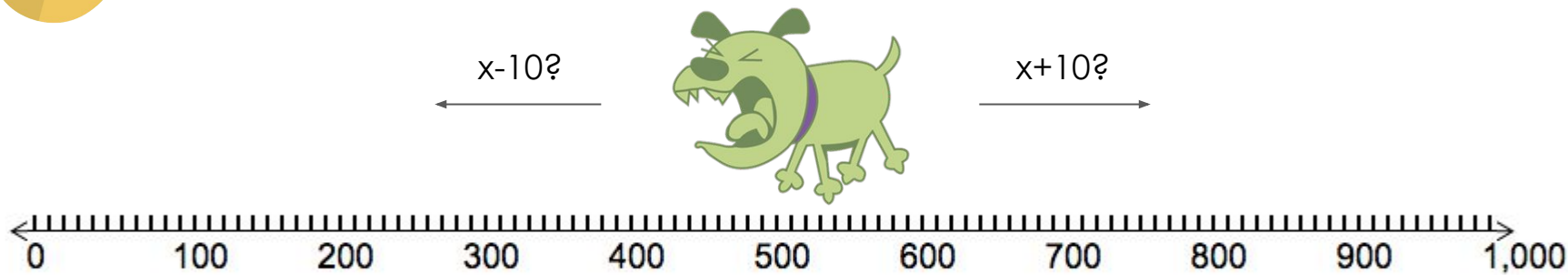
Students, write your response!



Animation

At any given moment, we know the x-coordinate of our TARGET and our DANGER.

We need to compute **where they go next**.



Animation



- Complete each step of [Danger & Target Movement](#) *individually*, then compare with your group. (YOU decide how fast the danger is moving!!)
- Choose a driver, and have them **open their game file**
- Scroll until you see `update-danger`, and help them type in the complete Design Recipe.
- Repeat for `update-target`

