var wallSprite,wallArrayX;

const WALL\_SIZE=53;

var speed=5;

var wallz;

function Lucid(){

Lu\_Player();

Wallz();

// for the array, start small, with one, the expand on that

}

//movement and collosion

function Lu\_Player(){

if (keyDown(LEFT\_ARROW)) {

lu.setVelocity(-1,0);

lu.changeAnimation("walking"); //needs to be bigger

lu.rotation=180;

}

else if (keyDown(RIGHT\_ARROW)) {

lu.setVelocity(1,0);

lu.changeAnimation("walking"); //diffeer

lu.rotation=0;

}

else if (keyDown(UP\_ARROW)) {

lu.setVelocity(0,-1);

lu.changeAnimation("walking");

lu.rotation=270;

}

else if (keyDown(DOWN\_ARROW)) {

lu.setVelocity(0,1);

lu.changeAnimation("walking");

lu.rotation=90;

}

else {

lu.changeAnimation("standing");

lu.setVelocity(0,0);

}

}

//wall function that creates a the walls

function Wallz(){

//aray creating the walls speratly

wallz=[

[1,1,1,1,1,1,1,0,1,1,1,1,1,1,1], //1

[1,0,0,0,0,0,1,0,1,0,1,1,0,0,1], //2

[1,0,1,1,1,0,0,0,1,0,0,0,0,0,1], //3

[1,0,0,0,1,1,0,0,1,0,1,1,0,0,1], //4

[1,0,0,0,0,1,1,1,1,0,1,1,1,1,1], //5

[1,1,1,1,0,0,0,0,0,0,1,1,0,0,1], //6

[1,0,0,0,0,1,0,0,0,0,0,1,0,0,1], //7

[1,0,0,1,1,1,1,1,1,1,1,1,1,0,1], //8

[1,0,0,0,0,1,0,0,0,0,0,1,1,0,1], //9

[1,0,0,1,0,1,0,0,0,0,0,1,1,0,1], //10

[1,0,0,1,1,1,0,0,1,1,1,1,1,0,1], //11

[1,0,0,0,0,0,0,0,0,0,0,1,1,0,1], //12

[1,0,0,1,1,1,0,0,1,1,0,1,1,0,1], //13

[1,0,0,0,0,1,0,0,1,0,0,0,0,0,1], //14

[1,1,1,1,1,1,0,0,1,1,1,1,1,1,1], //15

[1,1,1,1,1,1,1,1,1,1,1,1,1,1,1] //NO TURING BACK

];

}

}