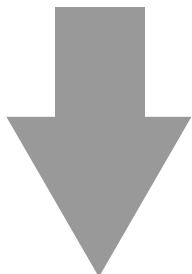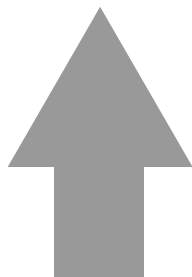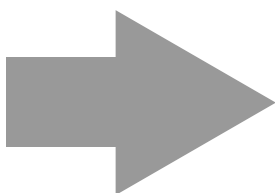# Arrow Moves >>>

These scripts teach your sprite how to walk around the screen using the up, down, right, and left keys using Cartesian plane coordinates.
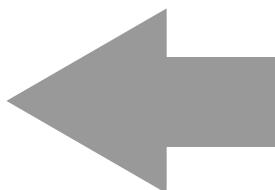
```
when down arrow ▼ key pressed
change y by -5
```

```
when up arrow ▼ key pressed
change y by 5
```

```
when right arrow ▼ key pressed
change x by 5
```

```
when left arrow ▼ key pressed
change x by -5
```