Spritesheet Animation

Question 1

- Load the Image "DummyBoy.png". Create an animated loop. Load the image "background.jpg" to appear in the background of your canvas

Question 2

- Move the spritesheet to the right and left when pressing the right or left arrow key.

Question 3

- Load the image "explosion.png". Create an explosion animation. When the dummy boy animation reaches a Xvalue on the screen (i.e. x=450), remove the dummy boy animation cycle and play the explosion animation only once.