#IMAGE\_FILES="\*.png|\*.jpg"

#SOUND\_FILES="\*.wav|\*.ogg"

#MUSIC\_FILES="\*.wav|\*.ogg"

#BINARY\_FILES="\*.bin|\*.dat"

Import mojo

' The main class which expends Mojo's 'App' class:

Class GameApp Extends App

Field player:Player

Method OnCreate:Int()

Local img:Image = LoadImage("player.png")

Self.player = New Player()

SetUpdateRate(60)

Return 0

End

Method OnUpdate:Int()

player.x += HALFPI

If (player.x > 100) Then

player.x = 0

Endif

Return 0

End

Method OnRender:Int()

Cls(32, 64, 128)

player.Draw()

player = Null

Return 0

End

End