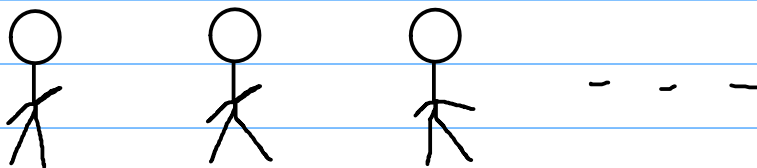
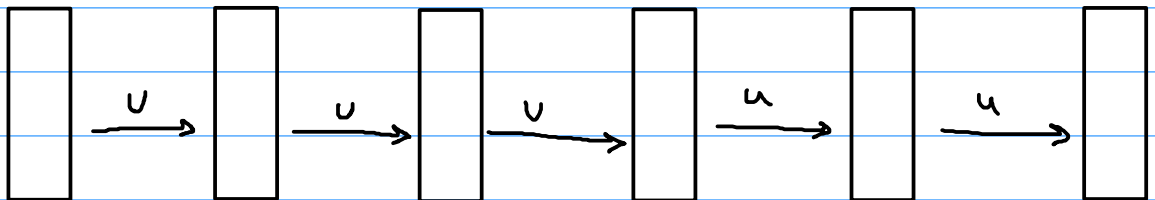
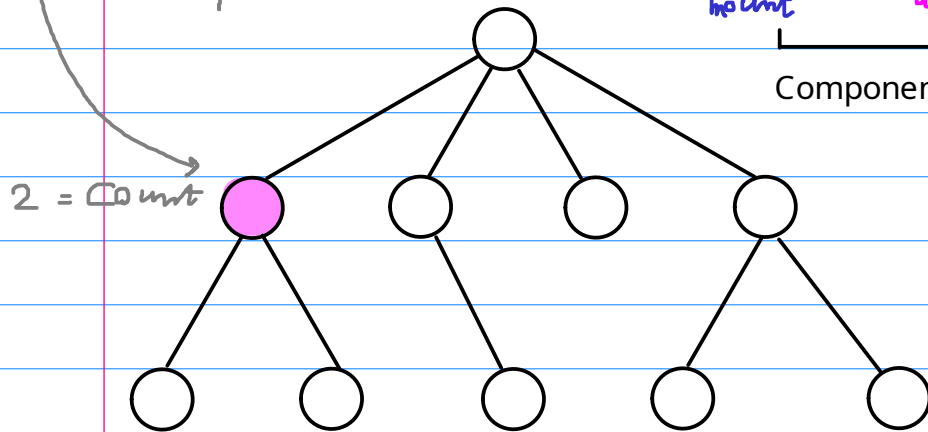
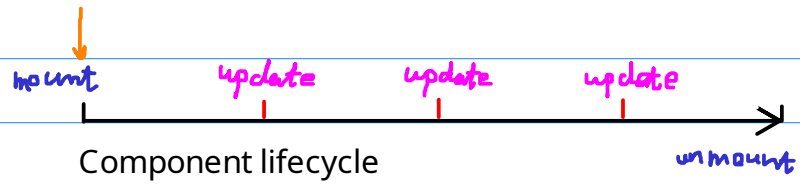


update



```

✓ void start()
  {}

✓ void update()
  {}

```

→ if (left click mouse) shoot();
 if (w) walk(right);
 else idle();