

# Sprite Movement

## Checklist

Github Username: \_\_\_\_\_

#	Item	Value	Earned
<b>1</b>	<b>General</b>	<b>10</b>	
-	<b>repository</b> exists		
-	<b>assignments</b> folder exists in Repo		
-	<b>A05</b> folder exists in <b>assignments</b>		
-	Code is commented		
<b>2</b>	<b>Jump</b>	<b>30</b>	
-	Left and Right implemented	10	
-	Player Y coordinate decreases then goes back to previous value	10	
-	Player stops facing the same way at idle.	10	
<b>3</b>	<b>Die</b>	<b>10</b>	
-	Die animation plays and doesnt repeat (loop)	10	
<b>4</b>	<b>Jump Attack</b>	<b>20</b>	
-	Left and Right implemented	10	
-	Player stops facing the same way at idle.	10	
<b>5</b>	<b>Run</b>	<b>20</b>	
-	Left and Right implemented	10	
-	Player goes from run to idle or walk facing same way.	10	
<b>6</b>	<b>Controls</b>	<b>10</b>	
-	Holding multiple keys and releasing one will change animation back	10	
-	to whichever single key is being held.		
Total:		<b>100</b>	