Saturday, January 14, 2017

4:30 PM

1. Make the block move by use arrow



```
when clicked

go to x: -200 y: -30

set runspeed to 1

forever

runControl

if key left arrow pressed? then

next costume

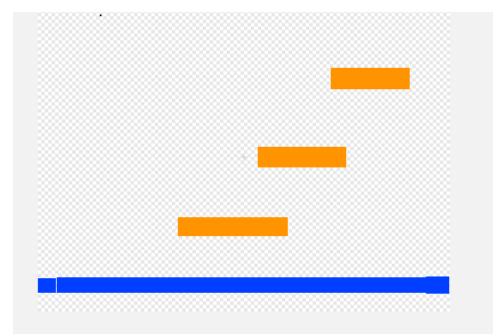
change x by 0 - runspeed

if key right arrow pressed? then

next costume

change x by runspeed
```

- 2. Make the block fall down to ground
 - a. Make a sprint call platform, add some think as ground and stair



b. Define a gravityControl

```
define gravityControl

change y by fallspeed

if touching platform ? then

change y by 0 - fallspeed

set fallspeed v to 0

else

change fallspeed v by gravity
```

c. Define a jumpControl

```
define jumpControl

if key space pressed? then

change y by -1

if touching platform? then

set fallspeed to takeoffSpeed

change y by 1
```

3. The page will looks like this

