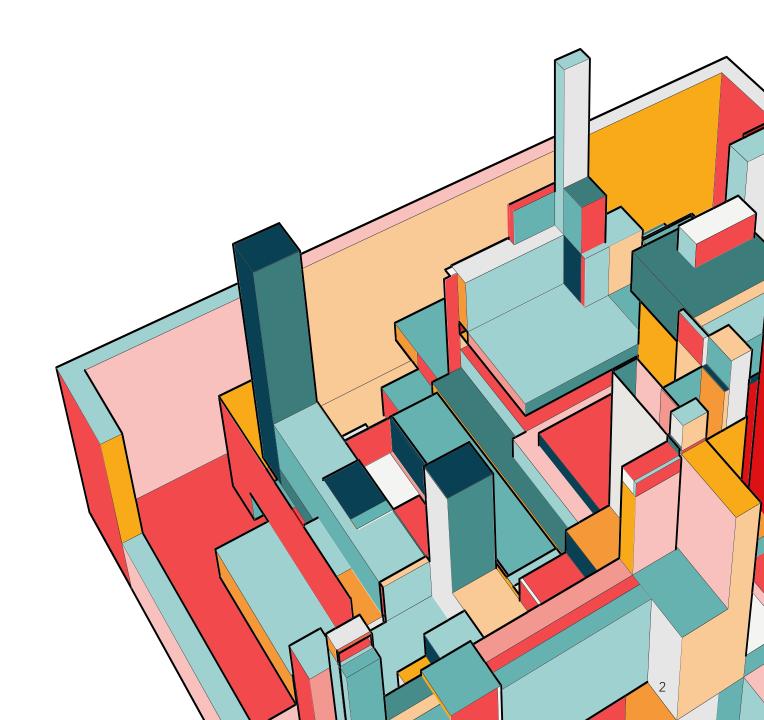
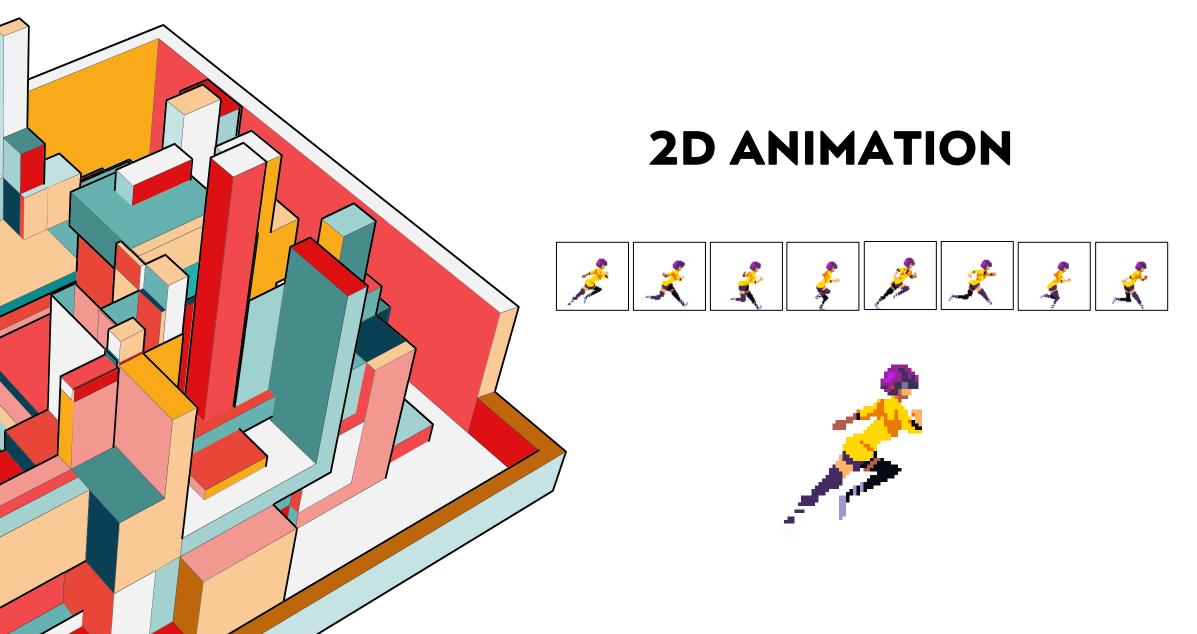


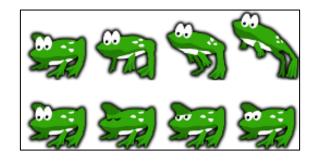
## **ROADMAP**

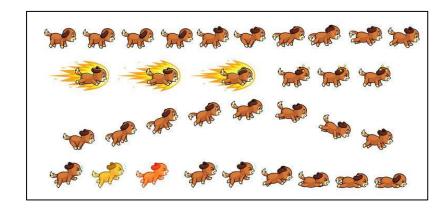
- 1. 2D Animation
- 2. Sprite Sheet
- 3. AnimatedSprite2D

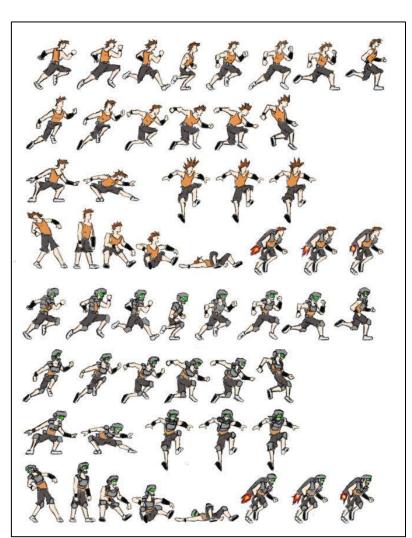


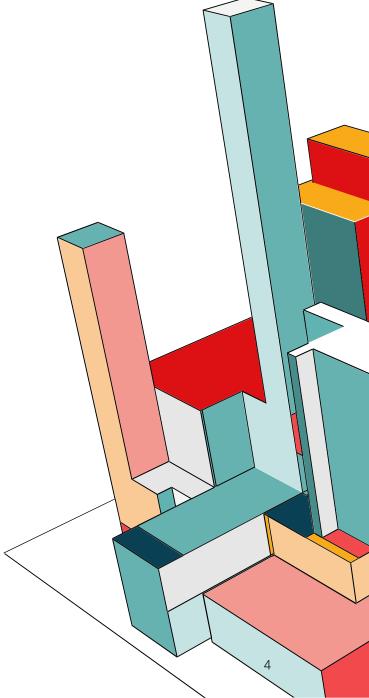


#### **SPRITE SHEET**

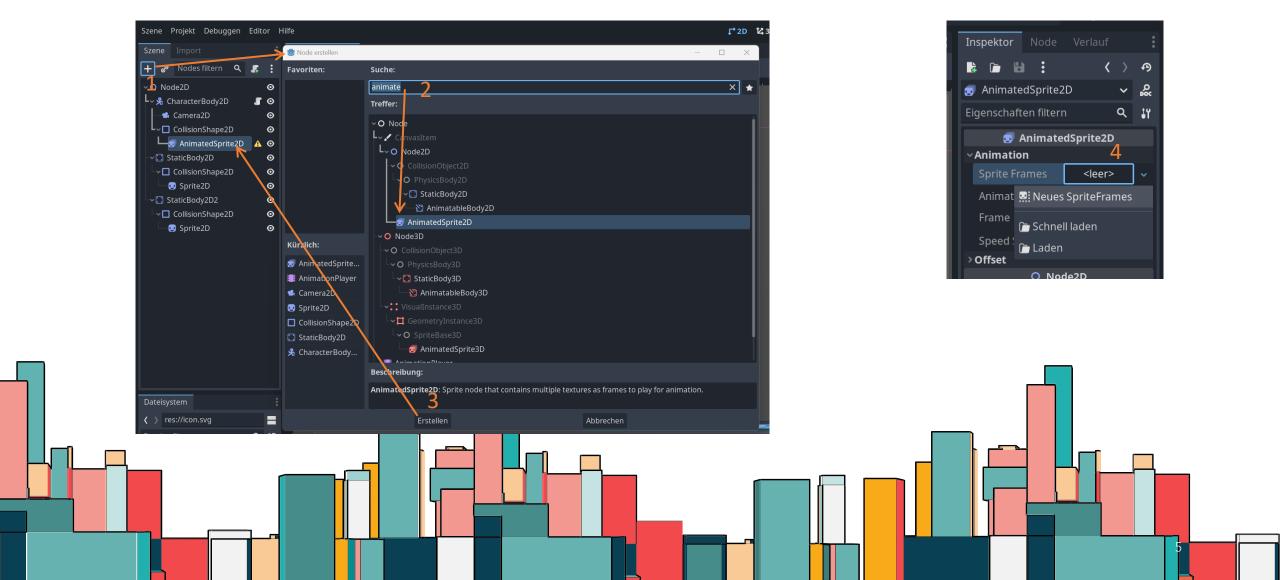


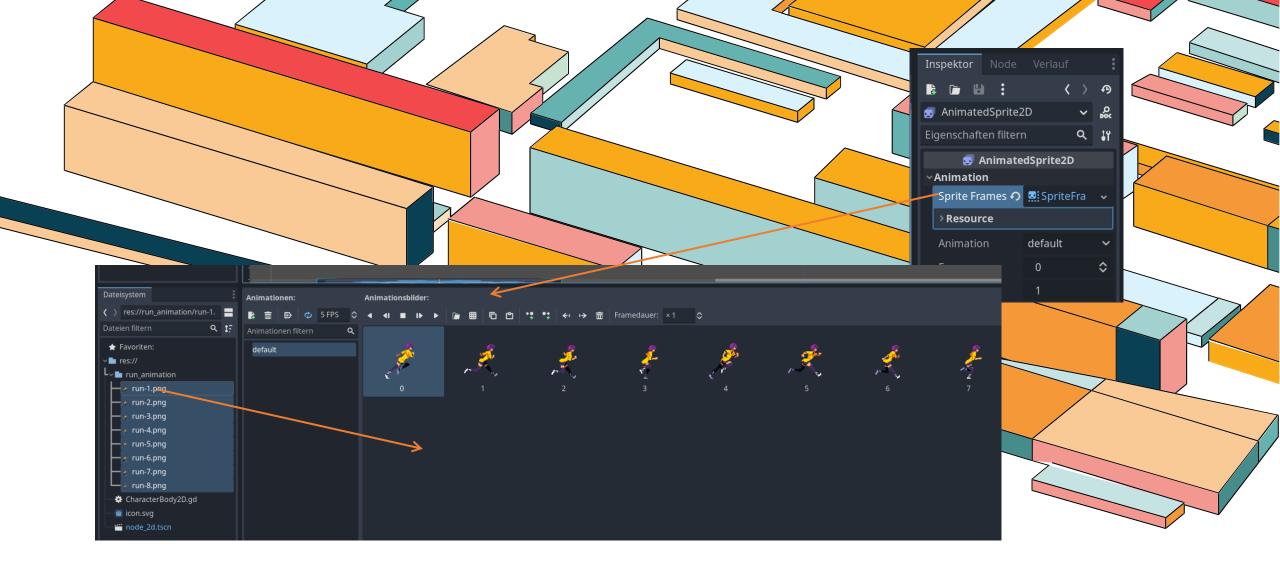




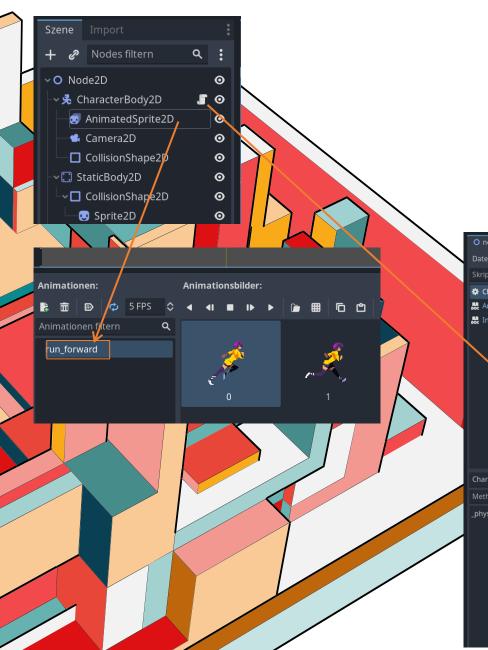


## **ANIMATED SPRITE 2D**





### **SPRITE FRAMES**



# ANIMATION "ABSPIELEN"

```
O node_2d X +
Skripte filtern Q
                            @onready var _animated_sprite = $AnimatedSprite2D
CharacterBody...
🔐 AnimatedSprite.
                            const SPEED = 300.0
                        6 const JUMP_VELOCITY = -400.0
                            var gravity = ProjectSettings.get_setting("physics/2d/default_gravity")
                     ♪ 11 v func _physics_process(delta):
                            > velocity.y += gravity * delta
                                if Input.is_action_just_pressed("ui_accept") and is_on_floor():
                                    velocity.y = JUMP_VELOCITY
CharacterBody2[ 1=
                                 if Input.is_action_pressed("ui_right"):
                                    _animated_sprite.play("run_forward")
Methoden filtern Q
                                else:
                                    _animated_sprite.stop()
                                var direction = Input.get_axis("ui_left", "ui_right")
                                if direction:
                                    velocity.x = direction * SPEED
                                   velocity.x = move_toward(velocity.x, 0, SPEED)
```

#### **SPRITE SHEED**

