

Step 4: Control the goalie

It's far too easy to score a goal! Let's allow a second player to try and save goals.

✓ Activity Checklist

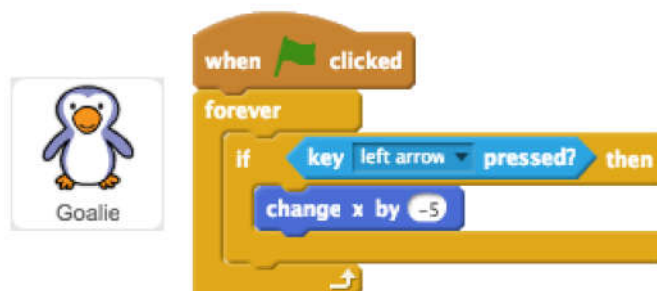
- ☐ Click on your **Goalie** sprite and add this code to change the goalie's x position when the left arrow is pressed.



- ☐ Press the left arrow to test your new code. Your goalie should move to the left.



- ☐ Have you noticed that your goalie doesn't move very smoothly? If you want smoother movement, you can use this code **instead of the code you just added**.



- ☐ Test your code again, this time by **clicking the green flag and then holding the left arrow key**. Does your goalie move more smoothly?

Save your project

Challenge: More controls

Can you code your goalie to move to the right when the right arrow key is pressed? You can use either of the 2 ways above.

You could even use this code (in a separate script) to make your goalie jump when the up arrow key is pressed:

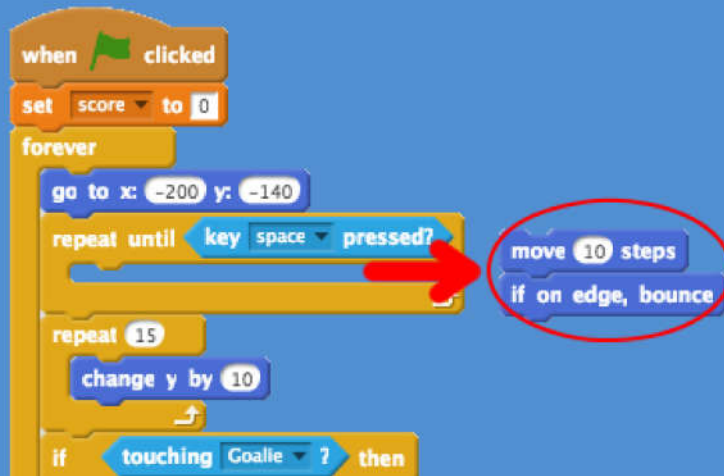


Save your project

Challenge: Manual control

Instead of the ball moving left and right automatically, can you allow your player to control the ball with the **a** and **d** keys?

To do this you'll need to remove the code for moving the ball left and right.



You can then add code to move the ball when the keys are pressed. Here are some code blocks to help you:



Save your project