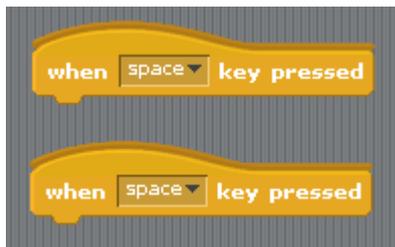


Make him move

1 It's time to make the cat move.

Go back to the control button area and find 'when space key pressed'. Drag out two of them to the middle area. These do not attach onto the existing code - they can sit by themselves.

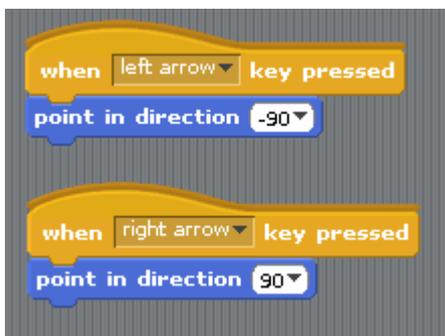


Now go to the motion button and get 'point in the direction 90'. You will need two of these. Attach one to each of the 'when space key pressed' and then change the values.

You do this by clicking on the little black arrow just after the word space.

Change one to say 'left' and the number under it for the direction to say '-90' (don't miss the minus sign).

Change the other to say 'right' and leave that one at '90'



Press the left and right arrow keys (the cursor keys) on your keyboard.

Does that work right ?

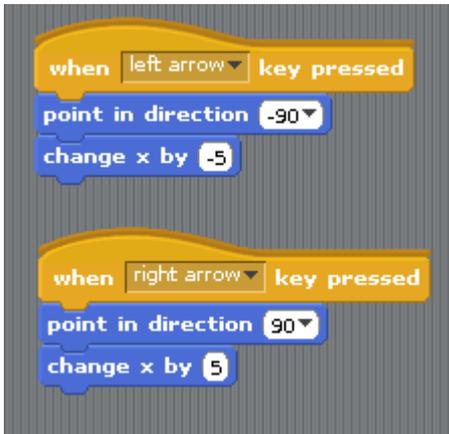
No, Not really. He flips upside down when you press left.

Next to button at the top, you will see 3 tiny buttons. These set how the cat rotates. Select the middle one - this will only flip left and right.



2 Now it is time to really make him move.

Add these commands (from the motion area) to the existing code you already have :



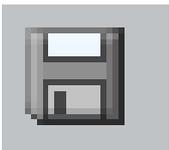
Make sure you got 'change x' and not 'change y' as that would move him up and down the screen and we want him to move left and right.

Time for a test. Click the green flag to start the game and move left and right with the arrow keys on your keyboard. Is it working correctly ? Does the cat point in the right direction when he is moving ?

What happens when he reaches the side of the screen ?

3 I would say it is time to save again. This time it is even easier.

Just click that disk button and it saves without even asking for a name.



Time for Sheet 3 - go get it.