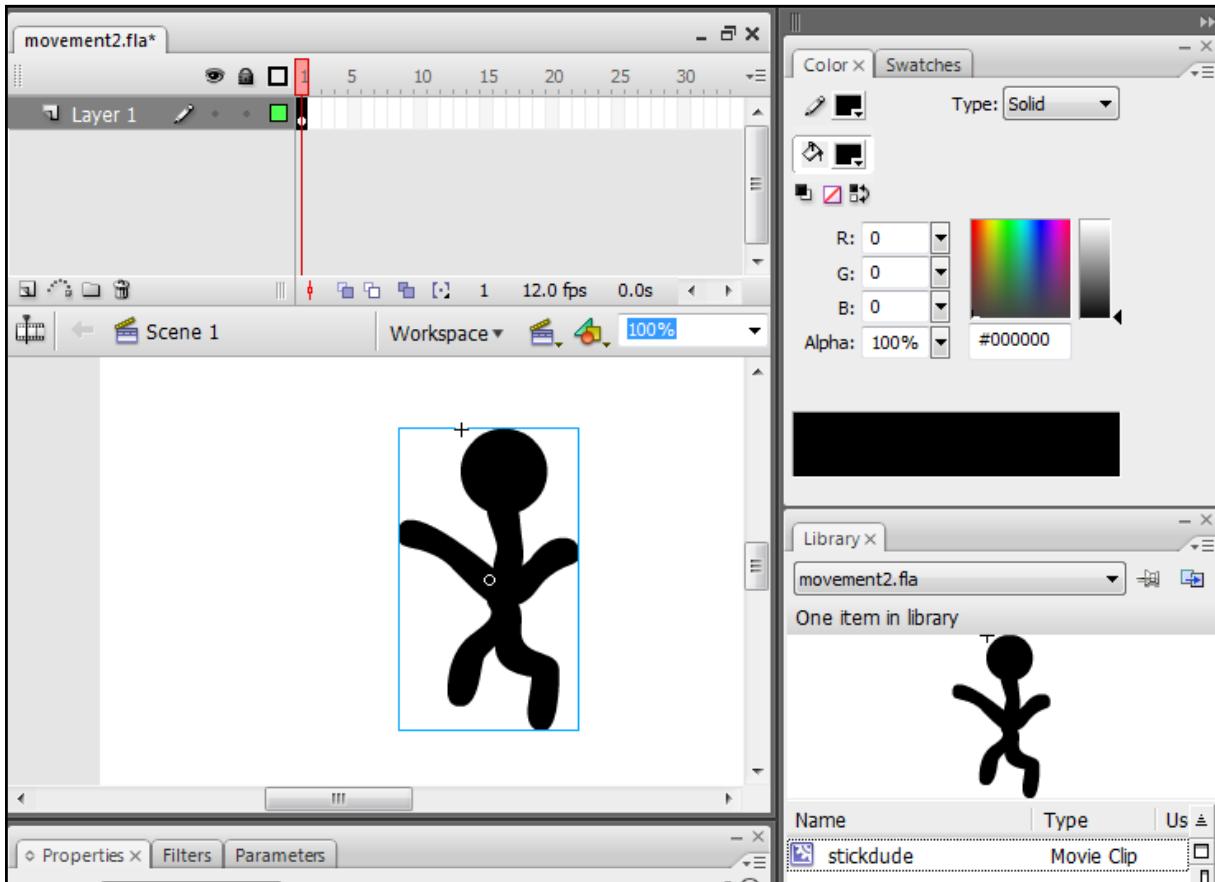
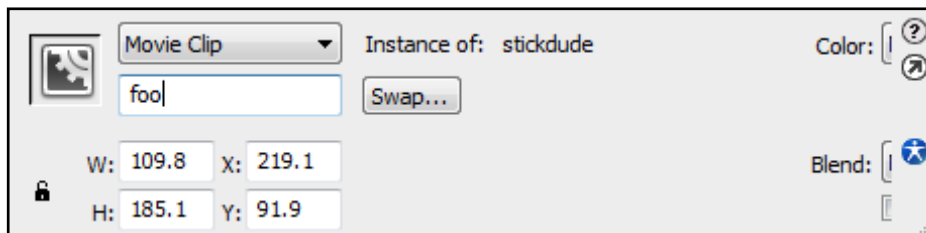


Movement with Keyboard

1. Create a *new movie clip* – call it stickdude – and drop it onto the stage:



2. Set instance name of stickdude movie clip to **foo**



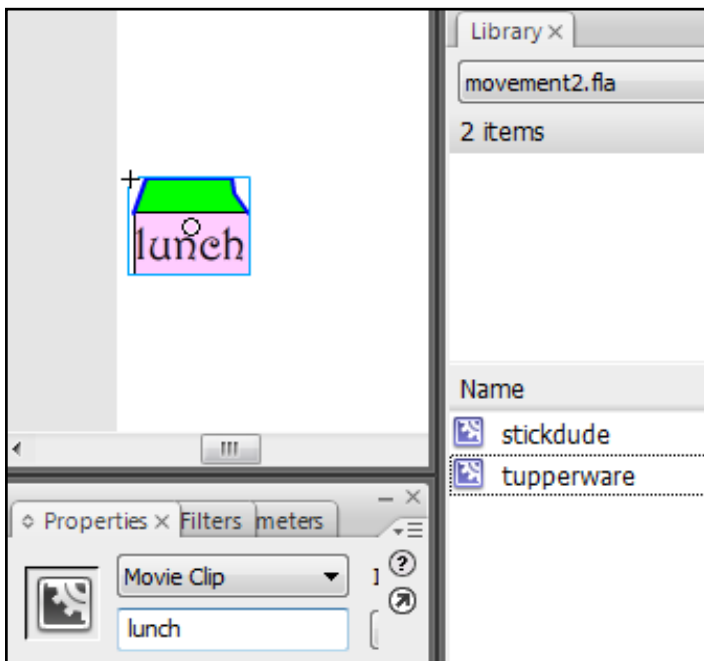
3. **Deselect the movie clip** – a good way to do this is to **click onto the blank stage**. *There should be no blue box around your movie clip.*

4. Hit F9 and put in the following ActionScript:

```
_root.foo.onEnterFrame = function() {  
    if (Key.isDown(Key.RIGHT)) {  
        _root.foo._x += 10;  
    }  
    if (Key.isDown(Key.LEFT)) {  
        _root.foo._x -= 10;  
    }  
    if (Key.isDown(Key.DOWN)) {  
        _root.foo._y += 10;  
    }  
    if (Key.isDown(Key.UP)) {  
        _root.foo._y -= 10;  
    }  
}
```

5. Save and test (ctrl – enter).

6. New movie clip symbol – call it tupperware – draw a lunch box, then drop it onto stage with instance name **lunch** –



7. Hit F9, enter down a couple of times from the last script you added and paste the following:

```
_root.lunch.onEnterFrame = function() {
    if (this.hitTest(_root.foo)) {
        trace("hit");
    }
}
```

8. Save and test..

9. Now to create some scoring / variables. Hit F9 and **change your whole script to look like this (copy n paste):**

```
_global.hunger = 100;
showhunger();
//-----
function showhunger(){
    _root.txthunger.text = hunger;
}
//-----
_root.foo.onEnterFrame = function() {
    if (Key.isDown(Key.RIGHT)) {
        _root.foo._x += 10;
    }
    if (Key.isDown(Key.LEFT)) {
        _root.foo._x -= 10;
    }
    if (Key.isDown(Key.DOWN)) {
        _root.foo._y += 10;
    }
    if (Key.isDown(Key.UP)) {
        _root.foo._y -= 10;
    }
}
//-----
_root.lunch.onEnterFrame = function() {
    if (this.hitTest(_root.foo)) {
        hunger = hunger - 1;
        showhunger();
        if (hunger < 1){
            _root.txthunger._visible = false;
        }
    }
}
//-----
```

To explain how this script works:

```
_global.hunger = 100;
showhunger();
//-----
function showhunger(){
    _root.txthunger.text = hunger;
}
//-----
_root.foo.onEnterFrame = function() {
    if (Key.isDown(Key.RIGHT)) {
        _root.foo._x += 10;
    }
    if (Key.isDown(Key.LEFT)) {
        _root.foo._x -= 10;
    }
    if (Key.isDown(Key.DOWN)) {
        _root.foo._y += 10;
    }
    if (Key.isDown(Key.UP)) {
        _root.foo._y -= 10;
    }
}
//-----
_root.lunch.onEnterFrame = function(){
    if (this.hitTest(_root.foo)) {
        hunger = hunger - 1;
        showhunger();
        if (hunger < 1){
            _root.txthunger._visible = false;
        }
    }
}
//-----
```

This sets a **variable** that can be used in any scene or frame anywhere in the flash movie. This variable is called hunger and is given the starting value of 100. As these steps happen when the movie starts, the steps "show hunger" are called...

These are the steps called "show hunger". They are used at different stages of the program. We don't want to keep **repeating our code** so we have put them in a separate block to make it less cluttered. Any time we want to use them we just call the words "show hunger".

Moves foo.

Checks if foo is touching the lunch. If foo is, then take 1 away from foo's hunger.

If foo's hunger gets to 0 then foo is no longer hungry – so get rid of the hunger text box!

10. Before you **save** and **test**, add a text box with the instance name **txthunger**:

