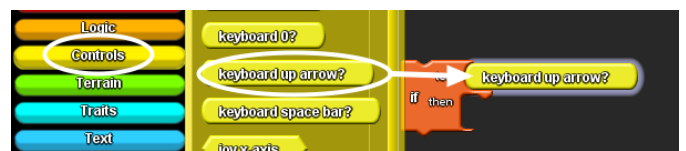


How to make keyboard controls for a game

Drag out an If block from the Logic drawer.



Drag out the keyboard up arrow? block from the Controls drawer and connect it in the test section of the If block.



Drag out the forward block and connect it to the then section of the If block.

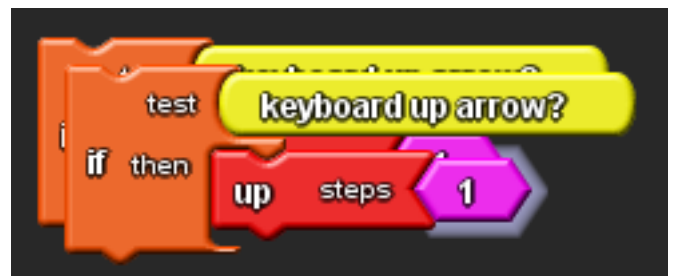
This code means that If the player presses the up arrow, the agent will move forward 1 step.



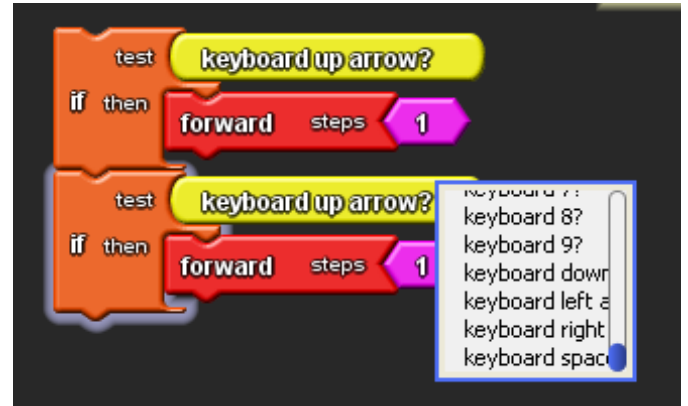
Click on the If block and copy and paste the If block.

To copy, press the Ctrl key and the C letter key together.
To paste, press the Ctrl key and the V letter key together.

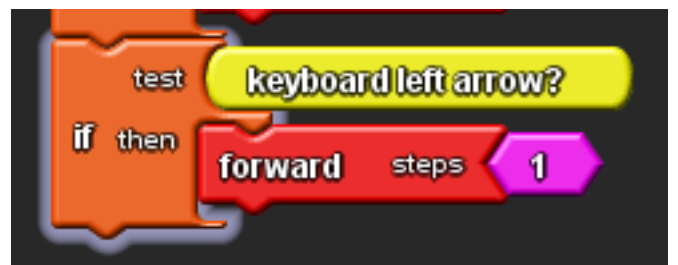
Connect the second If block to the first If block.



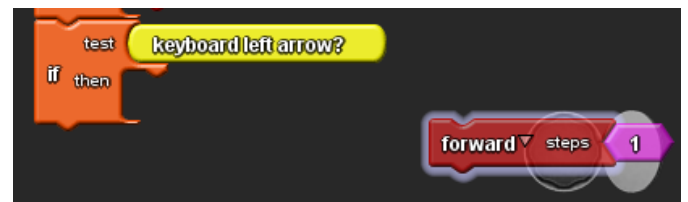
Click on the down arrow next to the question mark on the keyboard up arrow? block and choose the left arrow.



Your second If block should now have a keyboard left arrow block in the test section.



Delete the forward block from the second If block.

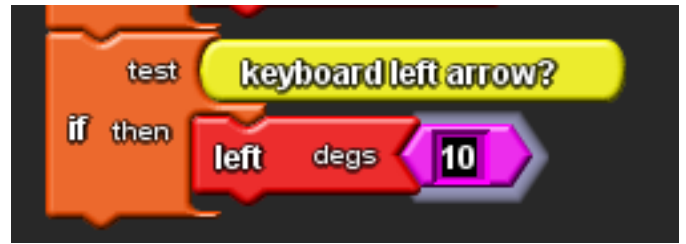


Drag the left block from the Movement drawer and connect it to the then section of the second If block.



Click on the pink number block to highlight the number and type in 10.

The piece of code means that if the player presses the left arrow key, the agent will turn left 10 degrees.



Repeat the above steps to create keyboard controls for assigning the right arrow key to turning right 10 degrees and the down arrow to moving back 1 step.

There is purposely NO SCREENSHOT here to see if you can figure out how to do this step on your own.

Go to the Runtime page on your canvas and locate the Run block.



Delete the forward 1 block from the Doctor hook.



Drag the four If blocks into the Doctor hook of the run block.



Test your code by clicking on the run button. You should be able to use the four arrow keys to control the movement of your doctor.

