

Lesson 2 - Logical Thinking

<http://www.stencyl.com/learn/act2/>

In this activity, you'll write a behavior that tells our hero to move in all 4 directions.

1 Get Started

- After launching Stencyl, open up **Project 2**.
(Can't find Project 2? Visit <http://www.stencyl.com/learn/downloads/> to get it)
- **Run the game.** You'll see our Hero again, but he can't do anything yet. Time to bring him to life!
- Close the game.

2 Constant Motion

- Open up the Actor Type called **Hero**.
- Flip to its **Events** page.
- Now, you'll see a colorful page with blocks. This is where you'll write your program that tells the Hero what to do.
- First, let's make the Hero constantly move towards the right.

Use **[set x-speed]** under **Actor > Motion** to set his speed to **10**.



- Run the game. The Hero will move towards the right without stopping.

3 Press a Key to Move

- Now, let's *make the actor only move if the "right" arrow key is pressed down*. Use **[control is down]** under **User Input**.
- Run the game. Press the right arrow key to move the Hero.
- Oops! *The actor doesn't stop after you lift the key*. What do you need to do?

Hint: Use the **otherwise** block.



- After fixing this problem, run the game once more.

4 Moving Left & Right

- Now make it so that the *actor moves left if the “left” key is pressed down*.
- Run the game.
- Does it work correctly, or is it not quite right?

Hint: Does the actor stop moving after you lift the left and right arrow keys?

5 Moving in all 4 Directions

- Finally, make it so that the *actor can move up and down* in addition to left and right.
- Run the game.

Congrats! You’ve written your first game *from scratch*. If you’ve finished early, try some of the [extra activities](http://www.stencyl.com/learn/extra2/).
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