Instead of using the [act] button, lets make our actor move when we press keys down on the keyboard!

We are going to need an IF STATEMENT
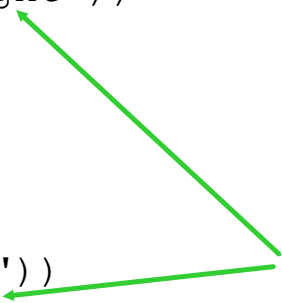idea:

      <u>IF</u> the right arrow key is down,

      <u>THEN</u> the actor will move right.

What are some Minecraft IF STATEMENTS?

Turn and move

```
if (Greenfoot.isKeyDown("right"))
{
    turn(5);
}
if (Greenfoot.isKeyDown("up"))
{
    move(5);
}
```
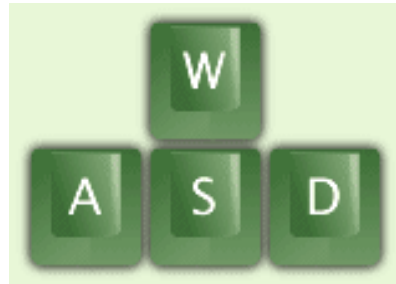
Refers to arrow keys

Minecraft controls

Method: Greenfoot.isKeyDown()

```
if (Greenfoot.isKeyDown("d"))

{

  move(5);

}
```

isAtEdge()

This is a Greenfoot method that accepts no parameters

It detects if an actor is at the edge of the world

It returns a boolean value

true or false

Your Task

Create 2 new actors:

<u>Actor1</u>: Moves left, IF it hits the edge it turns 180 degrees (causing it to move back to the right)

Remember the RUN button will put this code on a LOOP so your actor should keep moving left and right

<u>Actor2</u>: Turn when 'a' and 'd' keys are pressed.

Move forward when 'w' key is pressed