

Project > Project Settings > Input map

Add new action

jump

move_left

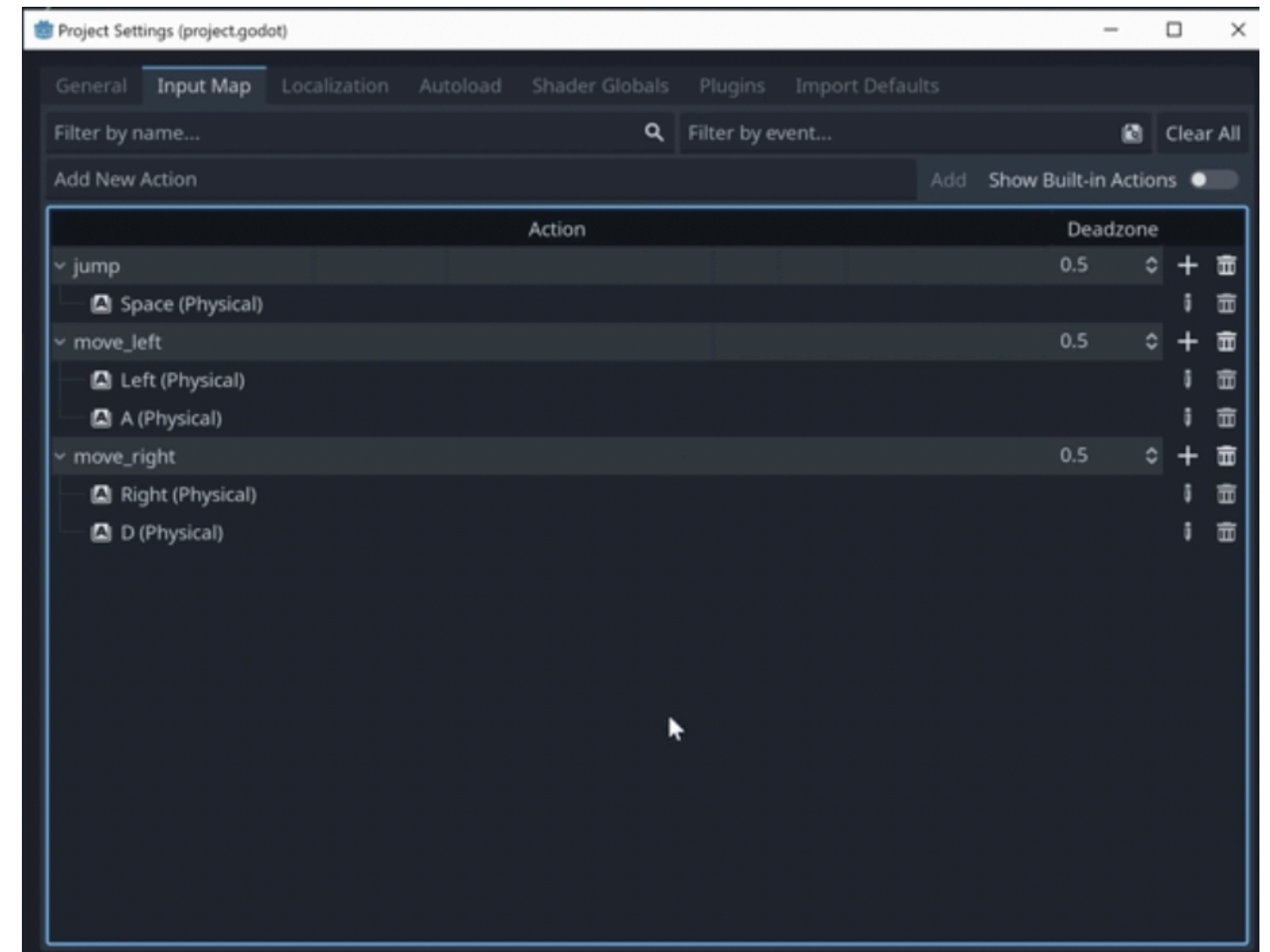
move_right

For each new action, press the + to bind
a key to it

jump : spacebar

move_left : left arrow AND ALSO a

move_right : right arrow AND ALSO d



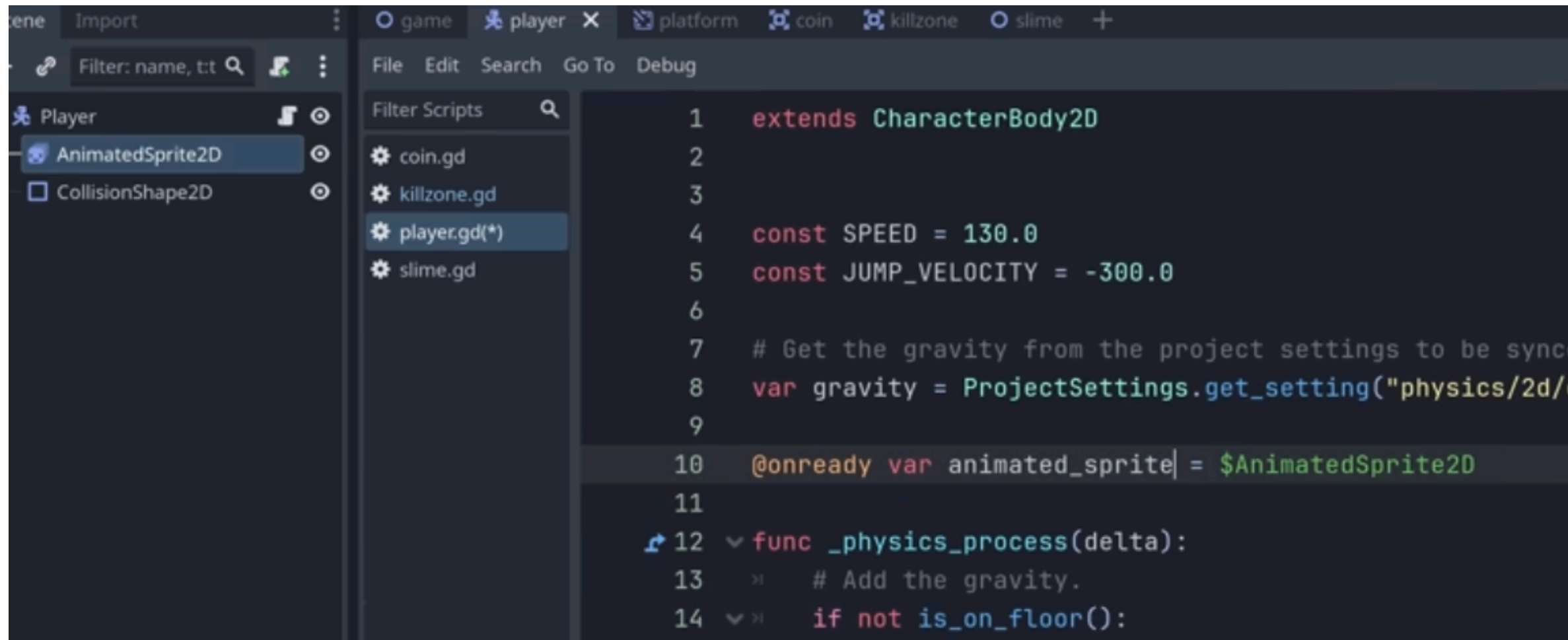
Replace the player script with our
new
input values

“ui_accept” with “jump”

“ui_left” with “move_left”

“ui_right” with “move_right”

```
func _physics_process(delta):  
    # Add the gravity.  
    if not is_on_floor():  
        velocity.y += gravity * delta  
  
    # Handle jump.  
    if Input.is_action_just_pressed("jump") and is_on_floor():  
        velocity.y = JUMP_VELOCITY  
  
    # Get the input direction and handle the movement/deceleration.  
    # As good practice, you should replace UI actions with custom gameplay action  
    var direction = Input.get_axis("move_left", "move_right")  
    if direction:  
        velocity.x = direction * SPEED  
    else:  
        velocity.x = move_toward(velocity.x, 0, SPEED)  
  
    move_and_slide()
```



Drag the animate sprite INTO the code above the
func line while holding CONTROL.
you should see a new line

@onready var animated_sprite_2d: AnimatedSprite2D = \$AnimatedSprite2D

simplify the var to animated_sprite = \$AnimatedSprite2D

```

▼>I # Get the input direction and handle the movement/deceleration.
>I # As good practice, you should replace UI actions with custom gameplay
>I var direction := Input.get_axis("move_left", "move_right")
>I
>I #flip the sprite, the input direction is either -1,0,1
▼>I if direction > 0:
>I >I animated_sprite.flip_h = false
▼>I elif direction < 0:
>I >I animated_sprite.flip_h = true
>I >I
>I >I
>I #apply movement|
▼>I if direction:
>I >I velocity.x = direction * SPEED
▼>I else:
>I >I velocity.x = move_toward(velocity.x, 0, SPEED)

```

underneath var direction

we will add code to FLIP the character.

flip_h will make the character flip horizontally

CODE:

#flip the sprite, the input direction is either -1,0,1

if direction > 0:

animated_sprite.flip_h = false

elif direction < 0:

animated_sprite.flip_h = true

```
29 >| #play animations
30 ✓>| if is_on_floor():
31 ✓>| >| if direction == 0:
32 >| >| >| animated_sprite.play("idle")
33 ✓>| >| else:
34 >| >| >| animated_sprite.play("walk")
35 ✓>| else:
36 >| >| animated_sprite.play("jump")
37 >| >|
```

```
#play animations
if is_on_floor():
    if direction == 0:
        animated_sprite.play("idle")
    else:
        animated_sprite.play("walk")
else:
    animated_sprite.play("jump")
```