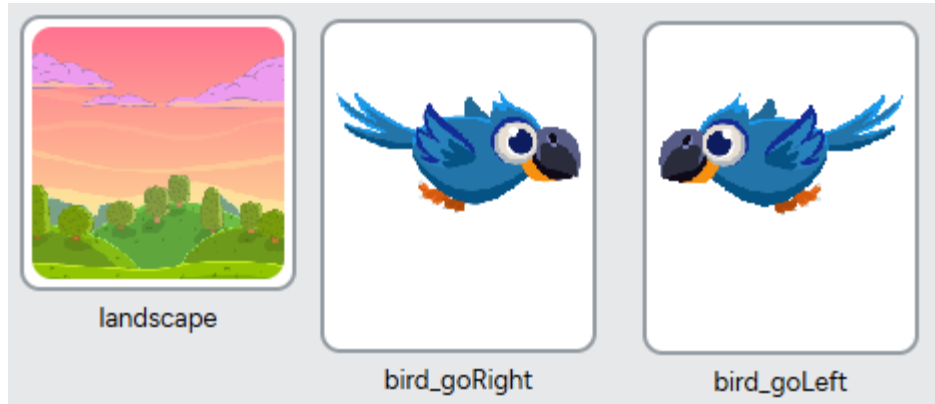


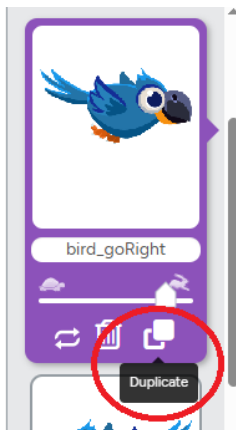
Back and Forth

You will need these animations: **NAME** them correctly.

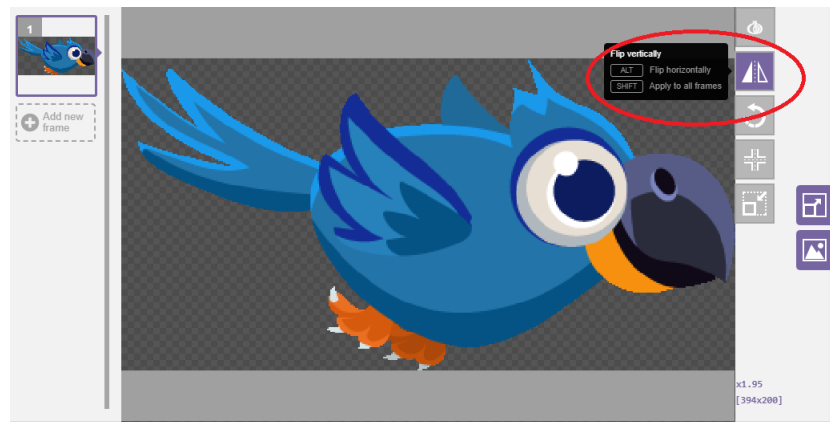


To make bird_goLeft, you will need to:

(a) Duplicate the bird



(b) Flip it vertically



These are the sprites and the global variables:

```
1 var bg = createSprite(200, 200);  
2 bg.setAnimation("landscape");  
3  
4 var bird = createSprite(200, 180);  
5 bird.setAnimation("bird_goRight");  
6 bird.scale = 0.3;  
7 bird.velocityX = 6;  
8  
9 var dir = "right";  
10
```

The drawLoop looks like this:

```
10
11 function draw () {→
12   drawSprites();
13
14   if ( dir=="right" && bird.x > 350 ) {
15     bird.velocityX = -6;
16     bird.setAnimation (▼ "bird_goLeft" );
17     dir="left";
18   }
19
20   else if ( dir=="left" && bird.x < 50 ) {
21     bird.velocityX = 6;
22     bird.setAnimation (▼ "bird_goRight" );
23     dir="right";
24   }
25 }
26
```