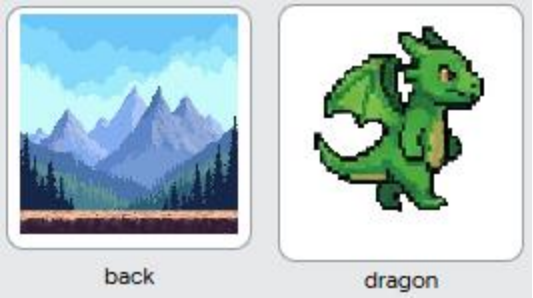
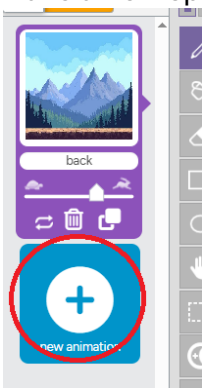
Scrolling Walker

For this program, you will need two sprites:

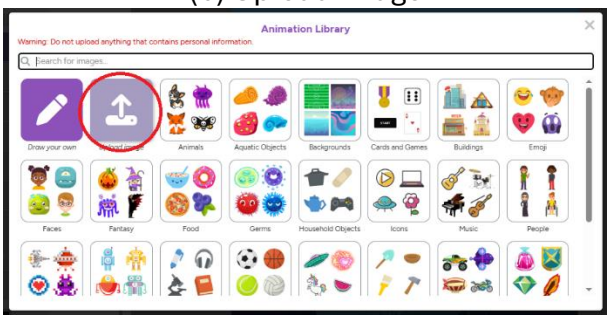


To add two frames to the dragon sprite, follow these steps:

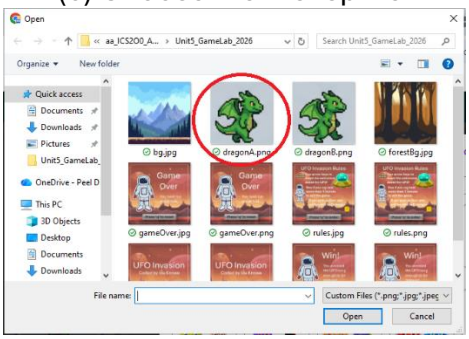
(a) Make a new sprite



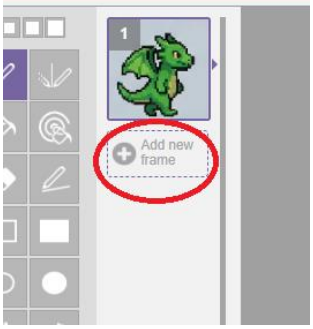
(b) Upload image



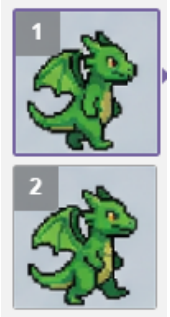
(c) Choose the first sprite.



(d) Add a new Frame



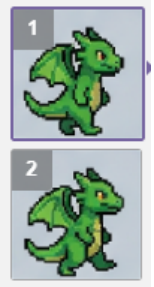
(e) Choose the second image



(f) The dragon will look like it is walking.

We also need to edit the dragon sprite to make it transparent:

It will start like this:



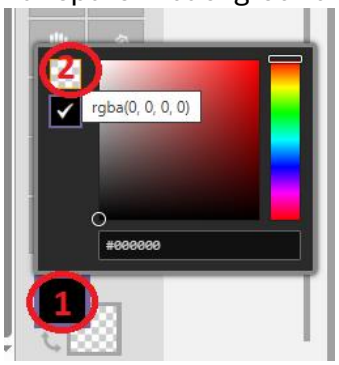
And go to this:

Start like this:

Go to this:

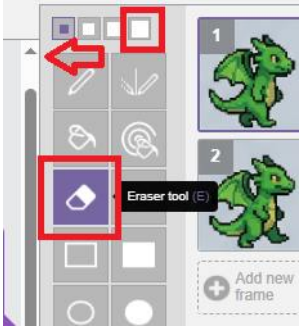
To make a **transparent image**, follow these steps:

(a) Click on the black colour. Pick the transparent background.



(b) The colour will change to be transparent.

(c) Choose the eraser tool. Start on the biggest setting and move down.



(d) Use the eraser tool to remove the background. Repeat for both sprites.

(e) When you are done, there will be a transparent background everywhere.

The code to make a background scroll is like this:

```
var bg1 = createSprite(200, 200);
bg1.setAnimation("back");
bg1.velocityX = -4;

var bg2 = createSprite(600, 200);
bg2.setAnimation("back");
bg2.velocityX = -4;

var dragon = createSprite(200, 310);
dragon.setAnimation("dragon");
```

Make two backgrounds.
The picture match each other's edges perfectly.

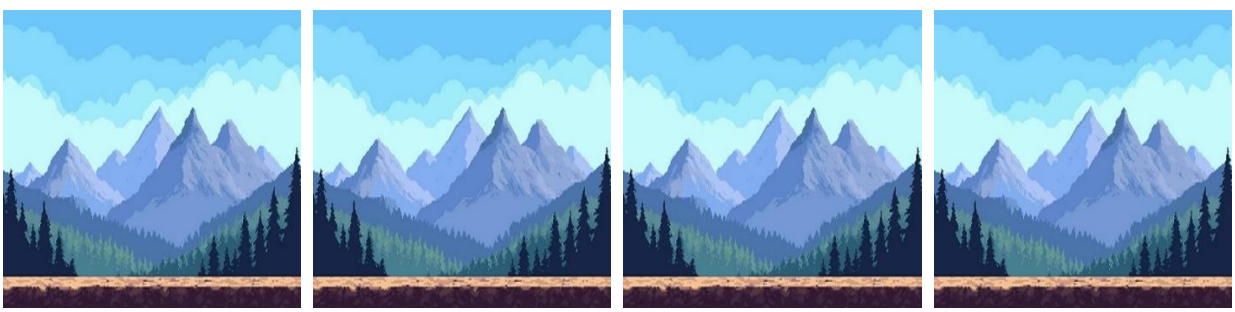
One starts off screen (bg2)
Make them both move at the same speed.

```
function draw() {
  drawSprites();

  if ( bg1.x <= -200 ) {
    bg1.x = 600;
  }
  if ( bg2.x <= -200 ) {
    bg2.x = 600;
  }

}
```

In the draw loop,

- When the bg1 gets off screen, loop it around.
- Do the same with bg2.

This makes the images slowly scroll by repeating....



To make your own image in the future:

1. The background must be a square.
2. It must be 400 x 400 pixels.
3. The edges must line up with each other.