

Jellyfish swimming

You will need these two animations:



Create the two sprites:

```
1 var background = createSprite(200, 200) ;
2 background.setAnimation(▼"water");
3
4 var jellyfish = createSprite(200, 200) ;
5 jellyfish.setAnimation(▼"jelly");
6 jellyfish.scale = 0.2;
7
```

Create the up and down movement in the draw loop:

```
8 function draw() {
9   drawSprites();
10
11   if ( keyDown(▼"up") && jellyfish.y >= 45 ) {
12     jellyfish.y -= 5;
13   }
14
15   else if ( keyDown(▼"down") && jellyfish.y <= 355 ) {
16     jellyfish.y += 5;
17   }
18 }
```

Add in the left and right movement in the draw loop:

```
18
19 else if ( keyDown(▼"right") && jellyfish.x <= 355 ) {
20     jellyfish.x += 5;
21 }
22
23 else if ( keyDown(▼"left") && jellyfish.x >= 45 ) {
24     jellyfish.x -= 5;
25 }
26 }
```