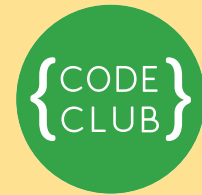


# Scratch Card: Legs



Keep track of your progress by ticking off the boxes below:

1. Using two **legs sprites** we can make our monsters appear to walk. To do this we need to set up a **variable** that switches between two states, one for our leg swinging forward and another for backwards (we'll reverse these states for the other leg). To do this we need to first set up a **step** variable, then every time our moving broadcast is received, **increase the variable by one**. If the variable goes higher than one (we can test this with the greater than operator **>**) we reset it back to **zero**.

```
when clicked
  set move speed to 5
  set step to 0
  stop script

when I receive moved left
  change step by 1
  if step > 1
    set step to 0
  stop script

when I receive moved right
  change step by 1
  if step > 1
    set step to 0
  stop script
```



2. Now we can set our legs to swing by checking against our **step** variable. **When the variable is set to zero** we can change the direction of our leg (here we've used a fixed **direction** to stop our legs going mad if our variable and angle don't match up, but maybe you want your monster to do that!). Don't forget to move you legs along with your body using your **move speed** variable.

You could use the same sort of actions to make simple waving arms or even flapping bird wings.

```
when I receive moved right
  change x by move speed
  if step = 0
    point in direction 180
  else
    point in direction 165
  stop script

when I receive moved left
  change x by move speed * -1
  if step = 1
    point in direction 165
  else
    point in direction 180
  stop script
```

