

```
<!DOCTYPE html>
<html>

<head>

<title>game1</title>
<script src="simpleGame_1_0.js">
</script>

<script>

var game;
var background;
var character;

function init()
{
scene = new Scene();

/* add game background image. If you want to stop the caharacter going
through the houses try adding sprites with transparent images and collision detection*/

background = new Sprite(scene, "rpgMap.png", 800, 600)
background.setSpeed(0);
background.setPosition(400, 300);

character = new Sprite(scene, "rpg_sprite_walk.png", 192, 128);

character.loadAnimation(192, 128, 24, 32);
character.generateAnimationCycles();
character.renameCycles(new Array("down", "up", "left", "right"));
character.setAnimationSpeed(500);

//start paused

character.setPosition(440, 380);
character.setSpeed(0);
character.pauseAnimation();
character.setCurrentCycle("down");

scene.start();
}

function update()
{
scene.clear();
checkKeys();
background.update(); // remember to add the update too!
```

```
character.update();

} // end of update

function checkKeys()
{
if (keysDown[K_LEFT])

{
character.setSpeed(1);
character.playAnimation();
character.setMoveAngle(270);
character.setCurrentCycle("left");
}

if (keysDown[K_RIGHT])

{
character.setSpeed(1);
character.playAnimation();
character.setMoveAngle(90);
character.setCurrentCycle("right");
}

if (keysDown[K_UP])

{
character.setSpeed(1);
character.playAnimation();
character.setMoveAngle(0);
character.setCurrentCycle("up");
}

if (keysDown[K_DOWN])

{
character.setSpeed(1);
character.playAnimation();
character.setMoveAngle(180);
character.setCurrentCycle("down");
}
}

</script>
</head>

<body onload="init()">

<h2>Game</h2>
</body>
</html>
```