Changing Sprites

Change a sprite during game play

Changing sprites allows for an object to “face” the direction its moving or change in response to an event (for example, becoming a smaller sprite or a change in color). This is not animation or object change. The object will still behave the same but just appear different.

To face the direction of movement, right-click the sprite in the resource menu and select Duplicate. Open the copy and click Edit Sprite. In the Transform menu, Flip the Image and click OK.

Now open the object_player and add the Change Sprite actions to these Events.

**Object_Player**

**Event: Keyboard <Left>**
- Action: Change Sprite
- Applies to: Self
- Sprite: select the one facing left
- Subimage: 0
- Speed: 1

**Event: Keyboard <Right>**
- Action: Change Sprite
- Applies to: Self
- Sprite: select the one facing right
- Subimage: 0
- Speed: 1

This means the sprite will now face the left and right when the keys are pressed. If you wanted to make the sprite change into a bigger sprite or a color, the process is very similar, except you would put the sprite changes in your choice of existing Events/Actions. Another idea is show “action” with changing sprites. For example, a snowman enemy changes into a puddle before disappearing.