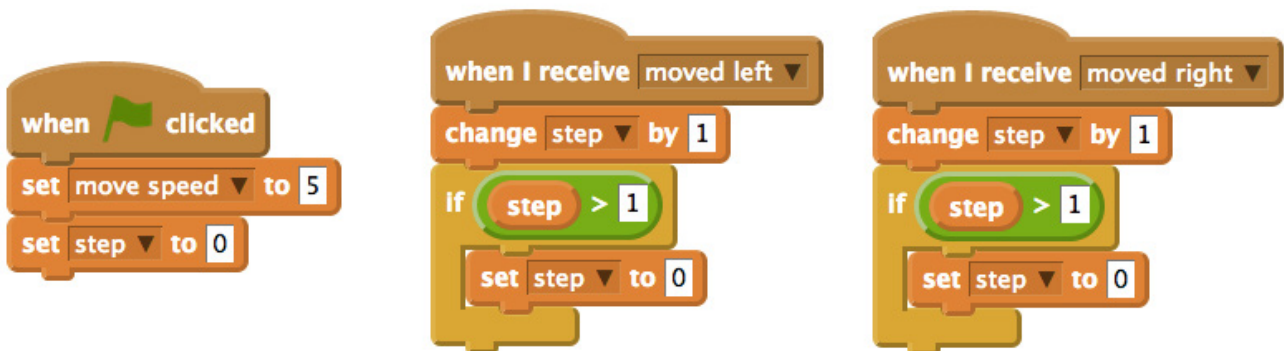


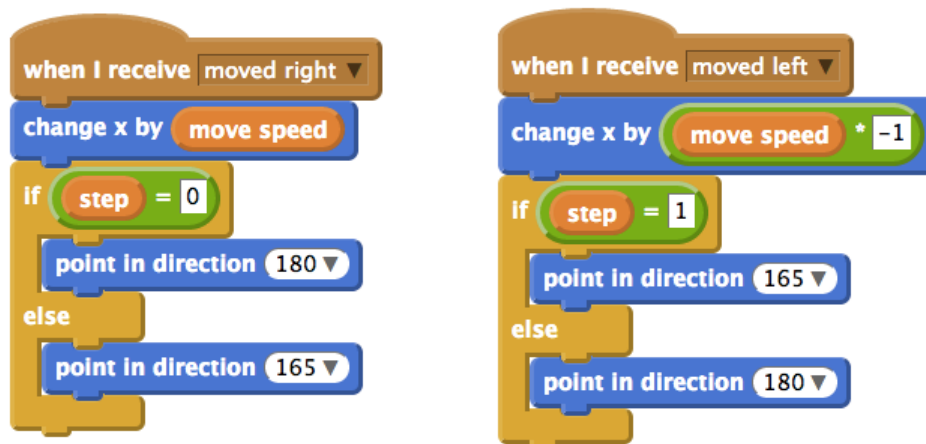
Activity Checklist

Using two leg 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.



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 your 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.