

Jumping Character Example for App Inventor

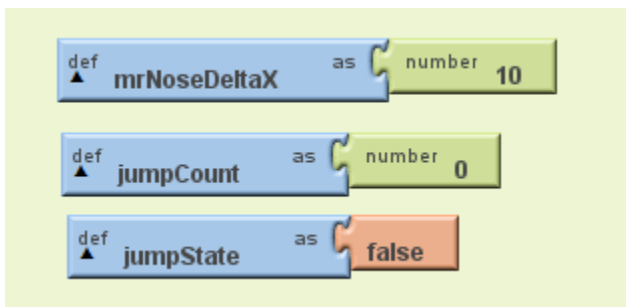
This sample demonstrates a character jumping within an animated game environment. The “jump” procedure uses a boolean variable ‘jumpState’ and a ‘jumpCounter’ to change the Y position of an animation Sprite during a cycle of 10 steps. A button click event changes the ‘jumpState’ boolean to true to initiate the jump. After 10 cycles, the ‘jumpState’ is set to false and the jump is complete.

Process:

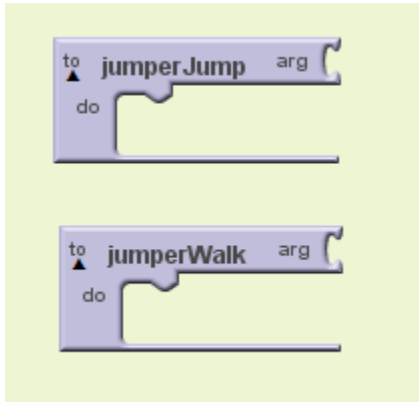
1. Phone Interface Setup: (Note the names of the Components and the properties of the Canvas1.



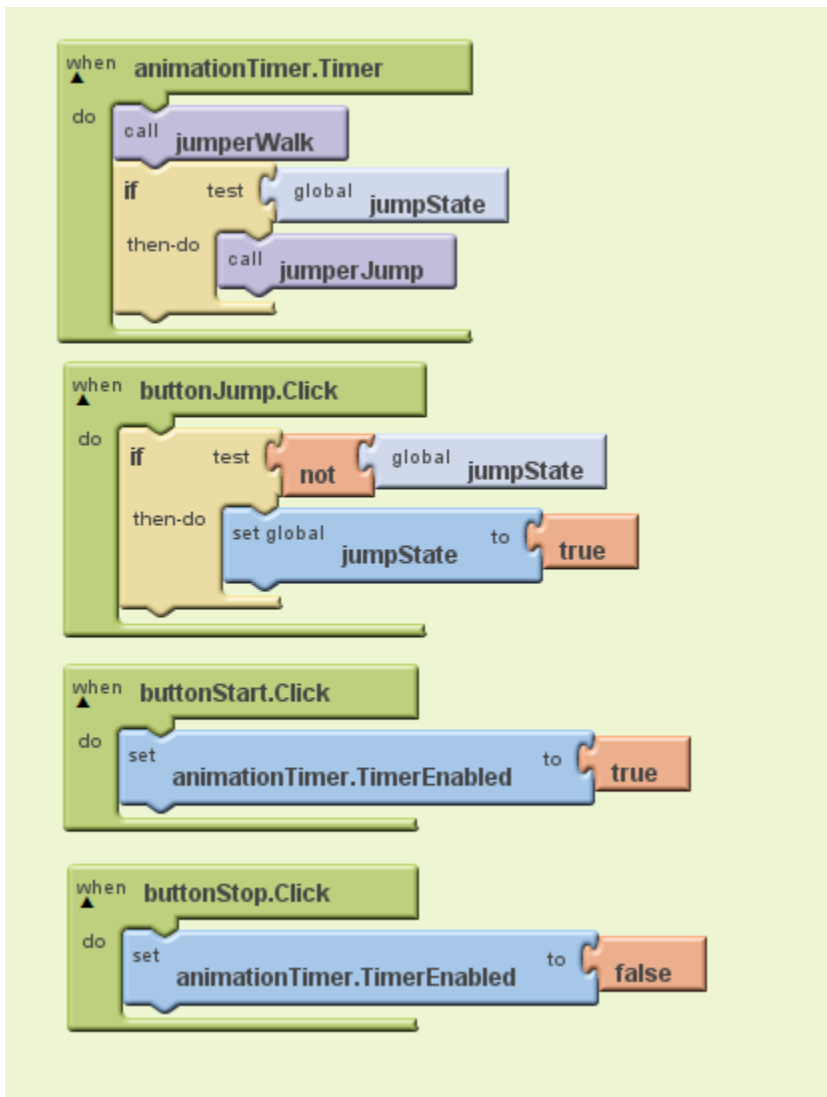
2. Variables and initial values to control the Jump App:



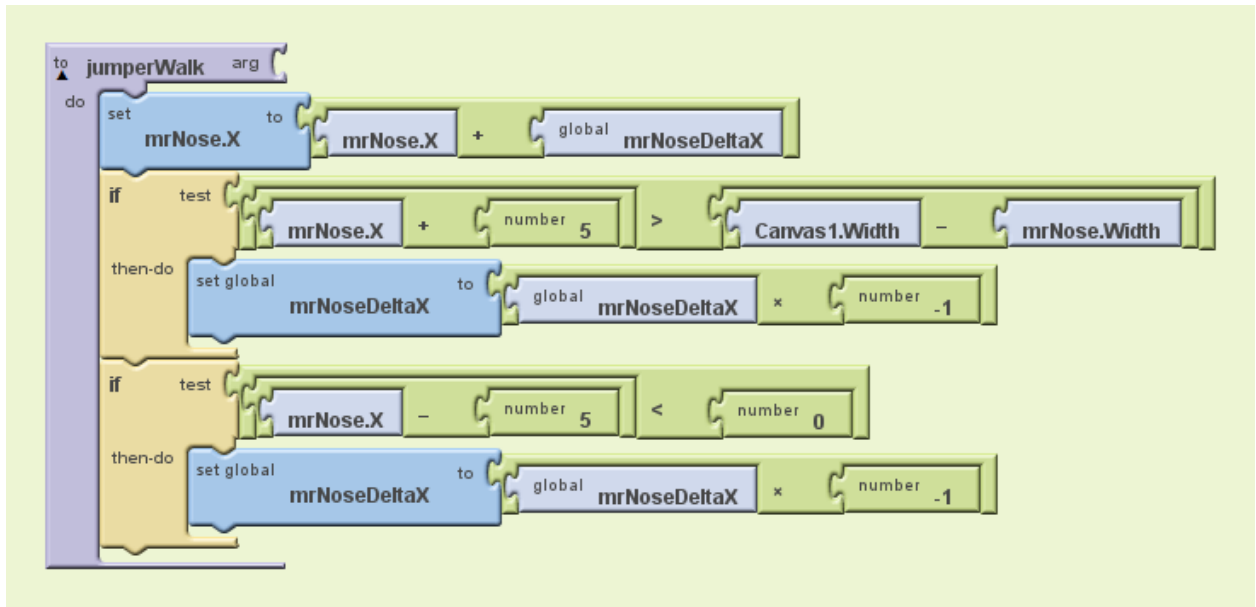
3. Define Two Procedures:



4. Events for Jumper App:



5. Code for jumperWalk Procedure:



6. Code for jumperJump Procedure:

