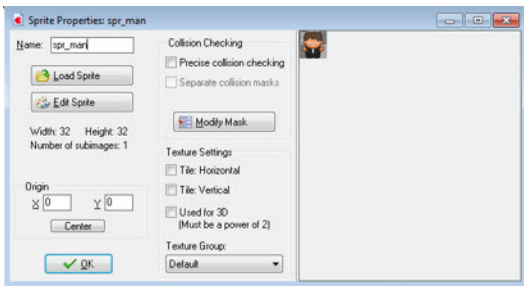


# Creating an avatar

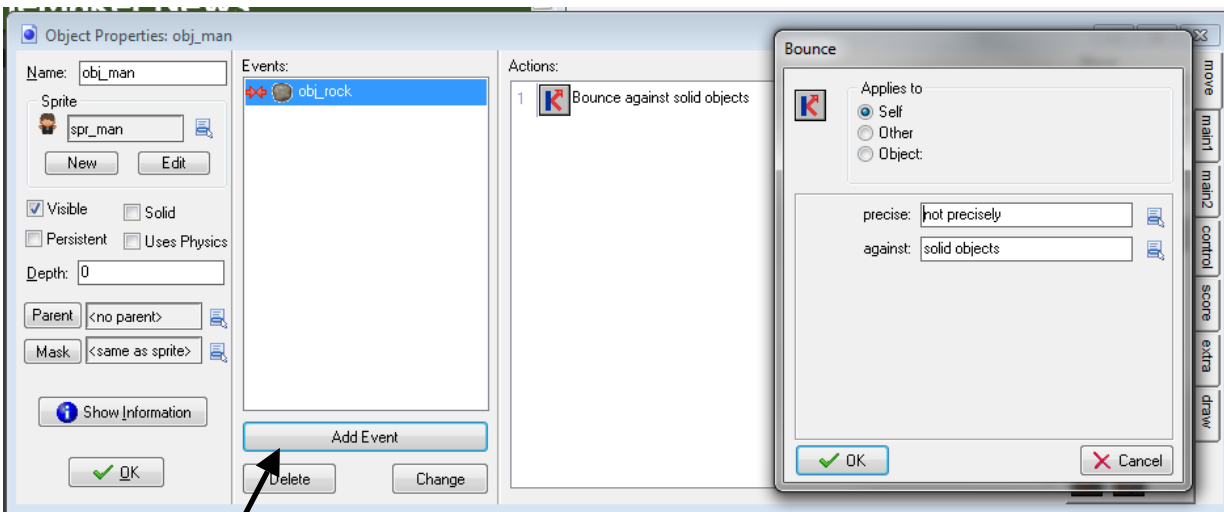
The avatar is your man. He needs to move around the maze but not through the walls.



Create a **sprite**. Load your image and give it a name.

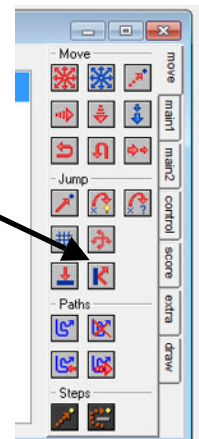


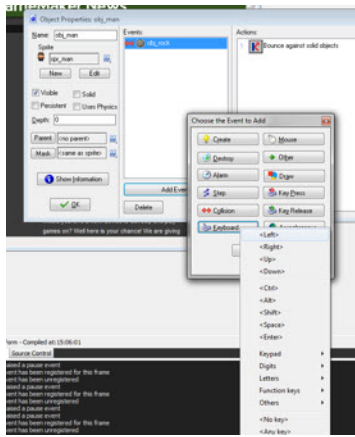
Create an **object**. Tell the object to use your new sprite.



Click on **Add Event**. Choose **Collision** and then choose the wall object.

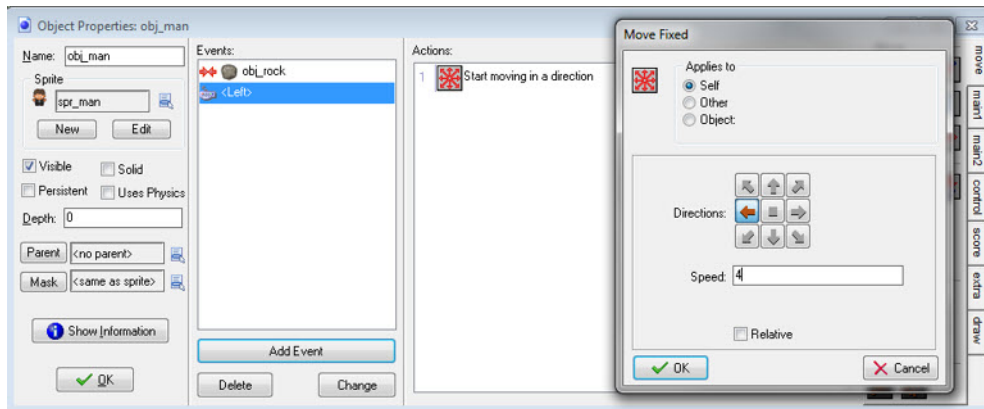
Drag the **bounce against solid objects** action over to the actions pane. Check the settings and click on OK.



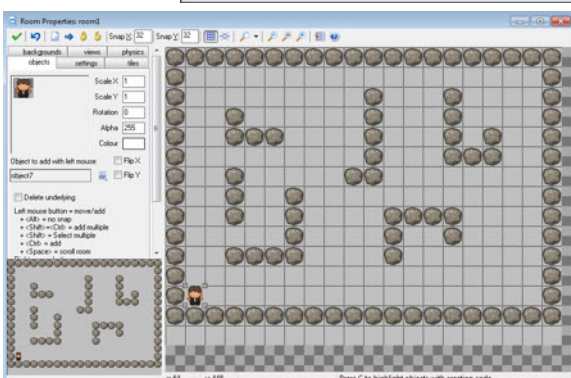
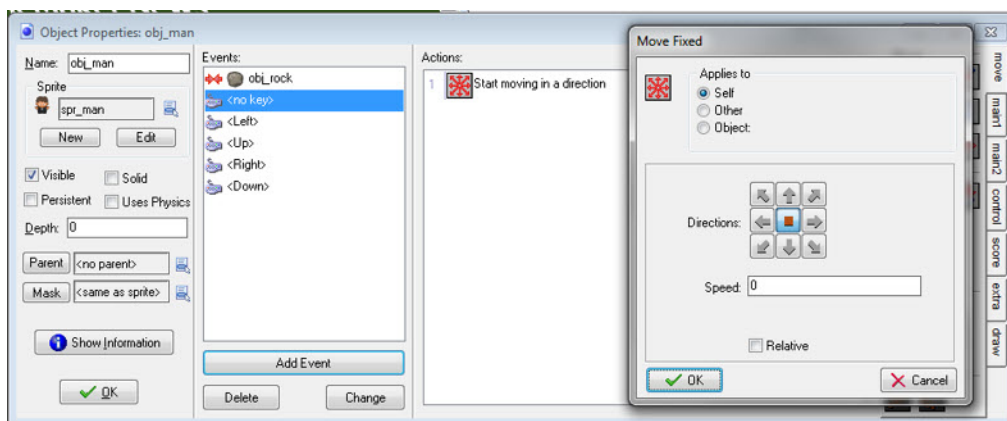


Click on **Add Event**. Choose **Keyboard/<left>**.  
 Drag over **Move Fixed** into the actions pane.  
 Choose the left arrow and set a speed of 4.  
 Click on **OK**.

Repeat for **Keyboard/<Right>**, **Keyboard/<Up>**  
**Keyboard/<Down>**



We need to tell the man to stop moving when no key is pressed.  
 Choose the event **Keyboard/<No Key>**.  
 Choose the centre square on **Move Fixed** and set speed 0.



Click the green tick to save your man object.  
 Add the man to the room - click on the  
 objects box to choose which object to add.