Movement with Buttons

Move a sprite by touching a button.

Getting Ready
You will need the following components in your design screen:
* Canvas, Sprite, Button

Blocks Editor

```
initialize global [speed] to [1]
when Left .Click
  do set Ball1 .X to -1
  get global speed
when Right .Click
  do set Ball1 .X to 1
  get global speed
```

What does it mean?
Define a **speed** variable to 1 to set the how far the sprite will move each time the button is clicked.

The **Left.Click** event moves the ball to the left every time the button is touched.
The **Right.Click** event moves the ball to the right every time the button is touched.