Movement with Buttons

Move a sprite by touching a button.

Get Ready

You will need these components in the design screen:
- Canvas
- Sprite
- Button

Try These Blocks

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.

Can you add buttons to make the ball move up and down?