

This is my second attempt at creating 2D level walls or borders. This time I am using sprites. The movement is very primitive, but I hope to add animation in my next attempt. You need the images below copied into your Liberty BASIC folder. Also added the bas file just in case you don't feel like copying or pasting.

[cave1.bmp](#)

- [Details](#)
- [Download](#)
- 7 KB

[tree.bmp](#)

- [Details](#)
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- 2 KB

[food.bmp](#)

- [Details](#)
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- 1 KB

[cdef.bas](#)

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```
'basic 2d game level wall/border example 2
'using sprites
'programmed by Ben Jimenez
'8=up 6=right 2=down 4=left 7=up/left
'9=up/right 1=down/left 3=down/right
'July 22,2011
```

```
noMainWin
```

```
WindowWidth = 470
WindowHeight = 500
CPU=100
```

```
open "Cave dude eat food" for graphics_nsb_nf as #main
#main,"trapclose [endOfProgram]; down"
```

```
print #main, "font ms_sans_serif 0 16"
```

```
loadbmp "sprite1","cave1.bmp"
loadbmp "tree","tree.bmp"
loadbmp "food","food.bmp"
```

```
print #main, "addsprite sprite1 sprite1"
```

```
dim pxy$(22,22)
```

```
'start postion of first wall piece
x=10
y=20
```

```
for r=1 to 22 'first row
  for c=1 to 22 'current row column loop
    read d$
    pxy$(r,c)=d$
    if d$="t" then 'draw tree
      tcnt=tcnt+1
      #main,"addsprite tree";tcnt;" tree"
      #main,"spritexy tree";tcnt;" ";x;" ";y
    end if
```

```
    if d$="f" then 'draw food
      fcnt=fcnt+1
      #main,"addsprite food";fcnt;" food"
      #main,"spritexy food";fcnt;" ";x+5;" ";y+10
```

```
        food=food+1
    end if

    if d$="s" then 'draw player
        #main,"spritexy sprite1 ";x;" ";y
        #main,"spritescale sprite1 40"
        px=x 'set current pen x position to player start x
        py=y ' set current pen y position to player start y
        ar=r 'remember current row location
        ac=c 'remember current column locaton
    end if

    x=x+20 'increase column x location by 20
    next c
    x=10
    y=y+20 'increase row y location by 20
next r

#main,"when characterInput [checkKey]"
#main,"setfocus"
goto [checkKey]

[main.inputLoop]    'wait here for input event
    #main,"drawsprites"

    if pxy$(ar,ac)="e" and food=0 then
        notice "You collected all the food and escaped!"
    end if

    if pxy$(ar,ac)="e" and food>0 then
        notice "You need to collect more food!"
    end if

    wait

[checkKey]

'player move loop
'player can move as long as his path
'is not blocked by tree
key$ = Inkey$

    if len(key$) < 2 then

        #main,"drawsprites; segment segNum"
```

```
#main,"getbmp bg 0 0 ";WindowWidth;" ";WindowHeight;;place 0 0; d
rawbmp bg; flush bg"
#main,"delsegment ";segNum-1

    if key$="2" then 'down

        if pxy$(ar+1,ac)<>"t" then 'if next space is not a tree
            py=py+20
            #main,"spritexy sprite1 ";px;" ";py
            ar=ar+1

        end if

    end if

    if key$="6" then 'right
        if pxy$(ar,ac+1)<>"t" then 'if next space is not a tree

            px=px+20

            #main,"spritexy sprite1 ";px;" ";py
            ac=ac+1

        end if
    end if

    if key$="4" then 'left
        if pxy$(ar,ac-1)<>"t" then 'if next space is not a tree

            px=px-20

            #main,"spritexy sprite1 ";px;" ";py
            ac=ac-1

        end if
    end if

    if key$="8" then 'up
        if pxy$(ar-1,ac)<>"t" then 'if next space is not a tree

            py=py-20

            #main,"spritexy sprite1 ";px;" ";py
            ar=ar-1
```

```
end if
end if
```

```
if key$="3" then 'down,right
if pxy$(ar+1,ac+1)<>"t" then 'if next space is not a tree
```

```
px=px+20
py=py+20
```

```
#main,"spritexy sprite1 ";px;" ";py
ac=ac+1
ar=ar+1
end if
end if
```

```
if key$="1" then 'down,left
if pxy$(ar+1,ac-1)<>"t" then 'if next space is not a tree
```

```
px=px-20
py=py+20
```

```
#main,"spritexy sprite1 ";px;" ";py
ac=ac-1
ar=ar+1
end if
end if
```

```
if key$="9" then 'up,right
if pxy$(ar-1,ac+1)<>"t" then 'if next space is not a tree
```

```
px=px+20
py=py-20
```

```
#main,"spritexy sprite1 ";px;" ";py
ac=ac+1
ar=ar-1
end if
end if
```

```
if key$="7" then 'up,left
if pxy$(ar-1,ac-1)<>"t" then 'if next space is not a tree
```

```
px=px-20
py=py-20
```

```
#main,"spritexy sprite1 ";px;" ";py
ac=ac-1
ar=ar-1
  end if
end if
```

```
end if
```

```
if pxy$(ar,ac)="f" then
#main,"spritecollides sprite1";
input #main,list$
#main,"spritevisible ";word$(list$,1);" off";
pxy$(ar,ac)="x"
food=food-1
end if
```

```
goto [main.inputLoop]
```

```
[endOfProgram]
  unloadbmp "sprite1"
  unloadbmp "tree"
  unloadbmp "food"
close #main
```

```
'map data
data  t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t,t
```

data t,x,x,x,x,x,x,x,t,f,x,t,x,t,x,t,x,x,x,x,x,t
data t,x,t,t,x,x,t,x,t,x,t,t,t,x,x,x,t,t,x,f,x,t
data t,t,t,t,x,x,x,x,x,t,x,x,t,t,x,t,x,t,t,x,x,t
data t,x,f,x,x,x,x,x,x,t,x,t,t,t,x,x,x,t,x,x,t
data t,x,x,t,x,x,x,t,x,t,t,t,x,t,t,x,x,t,t,t,x,t
data t,x,t,t,x,x,t,x,t,x,x,t,x,x,x,t,t,t,t,t,x,t
data t,x,x,x,x,t,x,f,t,t,x,x,x,t,x,t,t,t,t,t,x,t
data t,x,x,t,x,x,t,t,t,x,x,t,x,t,t,x,x,x,x,t,f,t
data t,x,t,t,x,t,x,x,x,t,t,x,x,x,x,t,x,x,x,x,t,t
data t,x,x,t,x,x,x,x,t,x,s,t,x,x,x,x,x,x,t,t,x,t
data t,x,x,x,t,t,x,t,x,x,t,t,x,t,x,t,t,x,x,x,x,t
data t,x,x,t,x,x,x,t,x,x,t,x,x,x,t,x,x,x,x,x,x,t
data t,x,t,x,x,t,x,t,t,x,x,x,x,x,x,x,t,t,t,x,t
data t,t,x,x,x,x,x,t,x,x,t,x,x,t,t,x,t,t,t,x,t
data t,x,t,t,x,x,t,x,x,x,t,x,x,t,t,t,x,t,t,t,t,t
data t,x,x,t,x,t,t,x,t,x,t,x,x,t,x,x,x,x,t,t,t
data t,t,x,t,x,x,t,x,f,t,x,x,t,x,x,t,t,x,t,t,x,e
data t,t,f,t,x,x,x,x,x,t,x,x,x,t,x,x,t,x,t,t,x,t
data t,x,t,x,x,t,x,t,x,t,t,x,t,t,x,x,t,x,x,x,x,t
data t,x,t,x,x,x,t,x,x,x,x,x,t,f,t,x,x,t,x,x,x,t
data t,t