Sprite Changes

Looking at the image below you can see the simple sprites I’ve created. Spr\_1, 2 and 3, when spr\_1 collides with spr\_2 then it changes the sprite to spr\_3. This is done using the collide event with the other sprite then adding an action associated with that collision, in this case a sprite change. Objects and blocks are made to stop the spr\_1 from flying off the screen when it does change. We can implement these types of things to our game by the cards flipping over when the player walks over them.

