Enemy and Platform Movement

Requirements:

Enemy Sprite with animations ☻ Bad

Platform Sprite 🟫 MovePlat

Collision Sprites ◑ GoLeft

16	Enemy AI	
17	🎮 GoLeft is in collision with Bad	Var Do =1 to variable GoLeft of Bad
18	🎮 GoRight is in collision with Bad	Var Do =0 to variable GoLeft of Bad
19	▮▮▮ The number of the current animation of Bad is 0	*No actions*
1	Var Variable GoLeft of Bad is =0	👆 Add to Bad a force of 50 p/s on X axis and 0 p/s on Y axis
2	Var Variable GoLeft of Bad is =1	👆 Add to Bad a force of -50 p/s on X axis and 0 p/s on Y axis
20	Moving Platform	
21	🎮 GoLeft is in collision with MovePlat	Var Do =1 to variable GoLeft of MovePlat
22	🎮 GoRight is in collision with MovePlat	Var Do =0 to variable GoLeft of MovePlat
23	▮▮▮ The number of the current animation of Bad is 0	*No actions*
1	Var Variable GoLeft of MovePlat is =0	👆 Add to MovePlat a force of 50 p/s on X axis and 0 p/s on Y axis
2	Var Variable GoLeft of MovePlat is =1	👆 Add to MovePlat a force of -50 p/s on X axis and 0 p/s on Y axis

Once events are done, you will place Collision Sprites and Platform / Collision Sprite between each other.
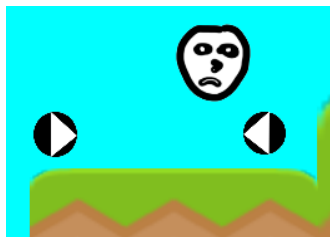
Tip: Set Enemy Sprite to "platform character" behavior but uncheck "default controls" under "other properties".