Tips for HitBox Creation

- Creating a HitBox
- Hitbox is to replace "player" Sprite
- Make sure to change conditions from "Player" to "HitBox"

4	Character Sprite Actions	
5	🚶 HitBox is on floor	*No actions*
1	🚶 HitBox is moving	▮▮▮Do =1 to the number of current animation of Player
2	↻ 🚶 HitBox is moving	▮▮▮Do =0 to the number of current animation of Player
6	🚶 HitBox is jumping	▮▮▮Do =2 to the number of current animation of Player
7	🚶 HitBox is falling	▮▮▮Do =2 to the number of current animation of Player

- HitBox will have Platform Character behavior and the following conditions

Hit Box to Character Sprite	
▶At the beginning of the scene	✓ Hide the object HitBox
No conditions	Do =HitBox.X()-20;=HitBox.Y() to the position of Player
Character Sprite Actions	

- Make sure HitBox is aligned over the Character Sprite