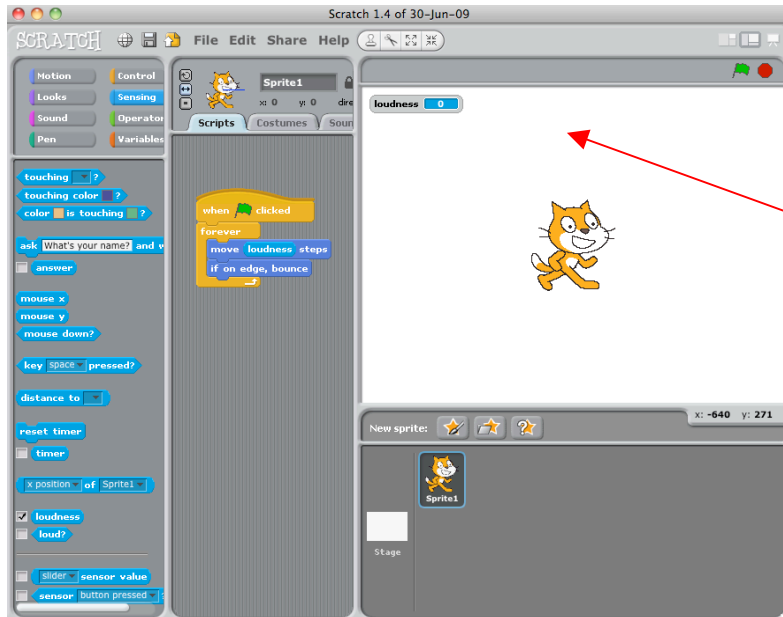


Make your Sprites move!

Use **sensor** reading to control the movement of **Sprites** in your project.



You can control how fast the Sprite moves by using the sensor readings. Try it!

