**local** sGameRunning

**on** preOpenCard

 **set** the acceleratedRendering of this stack to true

**end** preOpenCard

**on** startGame

 activateScreenUpdates

 **put** true into sGameRunning

**end** startGame

**on** stopGame

 **put** false into sGameRunning

**end** stopGame

**on** updateScreen

 **if** sGameRunning is true **then**

 movePlayer1

 movePlayer2

 detectCollisions

 **//moveTerrain**

 **//moveEnemy**

 **end** **if**

**end** updateScreen

**on** movePlayer1

 **// first check if the up-arrow key was pressed. If so, then move player 1 up**

 **if** keysdown() contains 65362 **then**

 **set** the top of the button "P2" to the top of the button "P2" - 2

 **end** **if**

 **// next, check if the down-arrow key was pressed. If so, then move player 1 down**

 **if** keysdown() contains 65364 **then**

 **set** the bottom of the button "P2" to the bottom of the button "P2" + 2

 **end** **if**

 **// next, check if the right-arrow key was pressed. If so, then move player 1 down**

 **if** keysdown() contains 65363 **then**

 **set** the right of the button "P2" to the right of the button "P2" + 2

 **end** **if**

 **// next, check if the left-arrow key was pressed. If so, then move player 1 down**

 **if** keysdown() contains 65361 **then**

 **set** the left of the button "P2" to the left of the button "P2" - 2

 **end** **if**

**end** movePlayer1

**on** movePlayer2

 **// first check if the up (letter "W") key was pressed. If so, then move player 2 up**

 **if** keysdown() contains 119 **then**

 **set** the top of the button "P1" to the top of the button "P1" - 2

 **end** **if**

 **// next, check if the down (letter "S") key was pressed. If so, then move player 2 down**

 **if** keysdown() contains 115 **then**

 **set** the bottom of the button "P1" to the bottom of the button "P1" + 2

 **end** **if**

 **// next, check if the down (letter "D") key was pressed. If so, then move player 2 down**

 **if** keysdown() contains 100 **then**

 **set** the right of the button "P1" to the right of the button "P1" + 2

 **end** **if**

 **// next, check if the down (letter "A") key was pressed. If so, then move player 2 down**

 **if** keysdown() contains 97 **then**

 **set** the left of the button "P1" to the left of the button "P1" - 2

 **end** **if**

**end** movePlayer2

**on** detectCollisions

 **if** intersect( button "P1" , **group** "maze" , "opaque pixels") **then**

 **set** the loc of button "P1" to 34,354

 **end** **if**

 **if** intersect( button "P1" , button "goal" , "opaque pixels") **then**

 **answer** " Player 1 is the winner!!!!!!!!! "

 **set** the loc of button "P1" to 34,354

 **set** the loc of button "P2" to 74,354

 **end** **if**

 **if** intersect( button "P2" , **group** "maze" , "opaque pixels") **then**

 **set** the loc of button "P2" to 74,354

 **end** **if**

 **if** intersect( button "P2" , button "goal" , "opaque pixels") **then**

 **answer** " Player 2 is the winner!!!!!!!!! "

 **set** the loc of button "P2" to 74,354

 **set** the loc of button "P1" to 34,354

 **end** **if**

**end** detectCollisions

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