

```
1 package src.enemies {
2
3     import flash.display.MovieClip;
4
5     public class badman extends MovieClip{
6         public var velocity:Object;
7         public var onGround:Boolean;
8
9         public function badman()
10        {
11            velocity = new Object();
12            velocity.x = 0;
13            velocity.y = 0;
14            onGround = false;
15        }
16
17        public function update(player:MovieClip):void
18        {
19            var diffx:Number = this.x-player.x;
20
21            if(diffx < 0)
22            {
23                this.velocity.x = -5;
24            }
25            else
26            {
27                this.velocity.x = 5;
28            }
29        }
30    }
31 }
32
```