

4) How do I place my object on the stage?

Create a new program. In this game you need one new object. This will be placed at a specific location within the coordinate system.

By using **values for X and Y** you can choose the position of your object.

The coordinate system is similar to a football field, you can place every player/object on a certain position. **If you do not specify this position** the object will be placed automatically on **X=0** and **Y=0**. This position is the **midpoint** of the stage.

EXPLANATION