

```
@player.x = [@player.x - 5, 0].max
```

@senorhuidobro

```
@player.x = [@player.x - 5, 0].max
```



```
@player.x = @player.x - 5  
if @player.x < 0  
    @player.x = 0  
end
```

@senorhuidobro