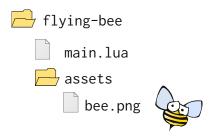
Adding assets



Assets are external files like images or sound. We will start by adding an image that will appear on screen.

Create or download a png image and put it in the (new) assets directory in your project directory.



With a text editor (like Atom) create a main.lua file that loads and displays the image:

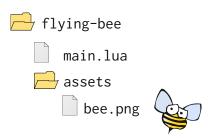
Create a bee "table" (bee = {...})
 defining the x and y coordinates of your image and the img placeholder that will contain the image data.

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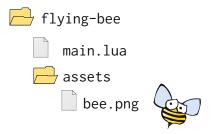
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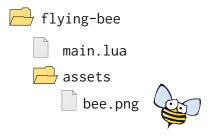
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With a text editor (like Atom) create a main.lua file that loads and displays the image:

Create a bee "table" (bee = {...})
 defining the x and y coordinates of your image and the img placeholder that will contain the image data.

- In load(), load the bee.png image (or whatever your image file is called) into img.
- In draw(), ask Löve to draw the image at the given x and y coordinates.

```
bee = { x = 175, y = 200, img = nil}
function love.load(arg)
  bee.img = love.graphics.newImage(
    'assets/bee.png'
)
end

function love.draw()
  love.graphics.draw(
    bee.img,
    bee.x,
    bee.y
)
```

end

end

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