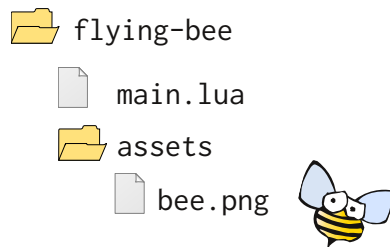


Adding assets



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:

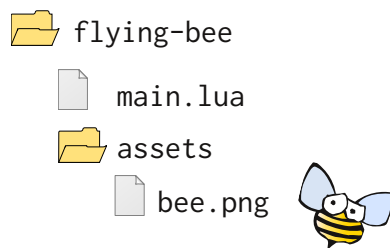
- Create a bee "table" (bee = {...}) defining the x and y coordinates of your image and the img placeholder that will contain the image data.

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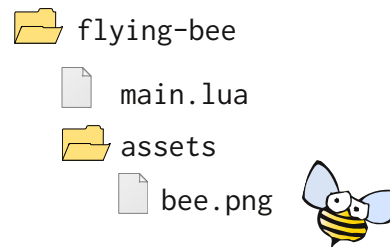
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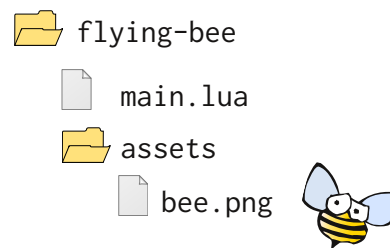
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- In `load()`, load the `bee.png` image (or whatever your image file is called) into `img`.
- In `draw()`, ask Löve to draw the image at the given `x` and `y` coordinates.

```
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
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