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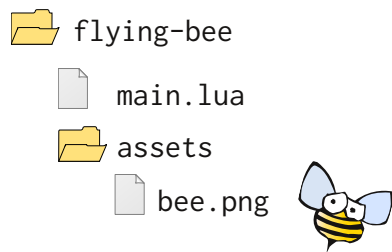
Assets are external files like images or sound. We will start by adding an image that will appear on screen.

📁 flying-bee
    📄 main.lua
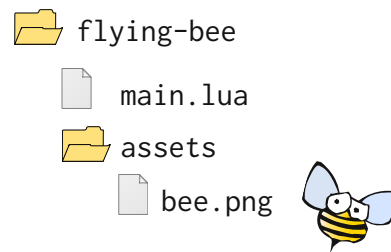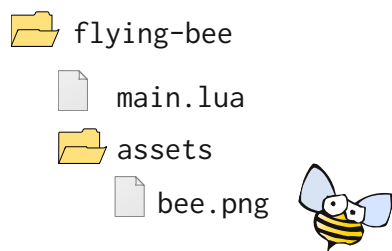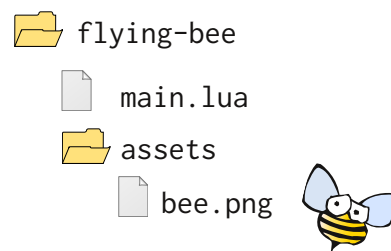   📁 assets
        📄 bee.png

With a text editor (like Atom) create a `main.lua` file that loads and displays the image:
- Create a `bee` table containing the `x` and `y` coordinates of the image and an `img` placeholder that will hold the image data
- In `load()`, load the bee png image into `img`.
- in `draw()`, draw the image at the `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
```

```
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
```

```
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
```

```
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
```