Moving around

You can use the arrow keys – or other keys like `a`, `d`, `w`, `s` – to move around an asset.

In this example we are focusing on the movements and we use an asterisk instead of an asset.

Create a `main.lua` file that:

– Create a `star` table (`star = {...}`) containing the `x` and `y` coordinates, the movement speed and the character to be shown (the `*` asterisk).
– Create an `update(dt)` function, that changes the x and y coordinates depending on the key being pressed.
– In `draw()`, draw the star character at the `x` and `y` coordinates.

`speed` is the number of pixel to move per second. The `dt` argument in `update(dt)`, allows us to know how much of this distance should be moved on each call of `update()`.

Since `update()` is being called many times per second `the dt` parameter is the fraction of second elapsed since the last call of `update()`.

```
[1] local star = {x = 175, y = 200, speed = 150,
    char = '*'}

    function love.load(arg)
      love.graphics.setFont(love.graphics.newFont(36))
    end

[2] function love.update(dt)
...   if love.keyboard.isDown('left', 'a') then
...     star.x = star.x - (star.speed * dt)
[3]   end
...   if love.keyboard.isDown('right', 'd') then
...     star.x = star.x + (star.speed * dt)
...   end
...   if love.keyboard.isDown('up', 'w') then
...     star.y = star.y - (star.speed * dt)
...   end
...   if love.keyboard.isDown('down', 's') then
...     star.y = star.y + (star.speed * dt)
      end
    end

[1] function love.draw()
      love.graphics.print(star.char, star.x, star.y)
    end
```