Moving around

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

Before calling the `update` and `draw` functions, PyGame Zero also calls a few "event handling hooks". The `on_key_up` function can be used to check which key has been pressed:

```
1   WIDTH = 640
2   HEIGHT = 480
3
4   bee = Actor('bee')
5
6   def update(dt):
7       pass
8
9   def on_key_up(key, mod):
10      if key == keys.LEFT:
11          bee.x -= 10
12      elif key == keys.RIGHT:
13          bee.x += 10
14      elif key == keys.UP:
15          bee.y -= 10
16      elif key == keys.DOWN:
17          bee.y += 10
18
19  def draw():
20      screen.fill((0, 210, 255))
21      bee.draw()
```

Every "Actor" automatically has a position that is initialized to `(0,0)`, the top left corner. We move the `bee` around, by increasing or decreasing its `x` and `y` coordinates.