

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     print(key)
11     if key == keys.LEFT:
12         bee.x -= 10
13     elif key == keys.RIGHT:
14         bee.x += 10
15     elif key == keys.UP:
16         bee.y -= 10
17     elif key == keys.DOWN:
18         bee.y += 10
19
20 def draw():
21     screen.fill((0, 210, 255))
22     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.