




# 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
```