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 containing the x and y coordinates, the movement speed and the character to be shown.
– 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.

The `dt` argument in `update(dt)`, contains the time elapsed since the last time `update()` has been called: by multiplying the `speed` by `dt`, we make sure that the star is moving as the same speed on new and old computers.

```lua
star = {x = 175, y = 200, speed = 150, char = '*'}

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

function love.update(dt)
  if love.keyboard.isDown('left', 'a') then
    star.x = star.x - (star.speed * dt)
  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

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

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