

Moving around



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

At the start of the code, we initialize an "Actor" with its start position `(320, 240)`, the center of the window.

On each cycle, before calling the `update` and `draw` functions, PyGame Zero calls a few "event handling hooks".

One of them is the `on_key_up` function, which you can use to check which key has been pressed.

In `on_key_up`, we move the `bee` around, by increasing or decreasing its `x` and `y` coordinates.



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```


1 WIDTH = 640
2 HEIGHT = 480
3
4 bee = Actor('bee', (320, 240))
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()


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