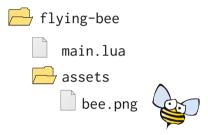
Adding assets

Assets are external files like images or sound. We will start by adding an image that will appear on screen.



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
```