

# 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.



```
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()
```

