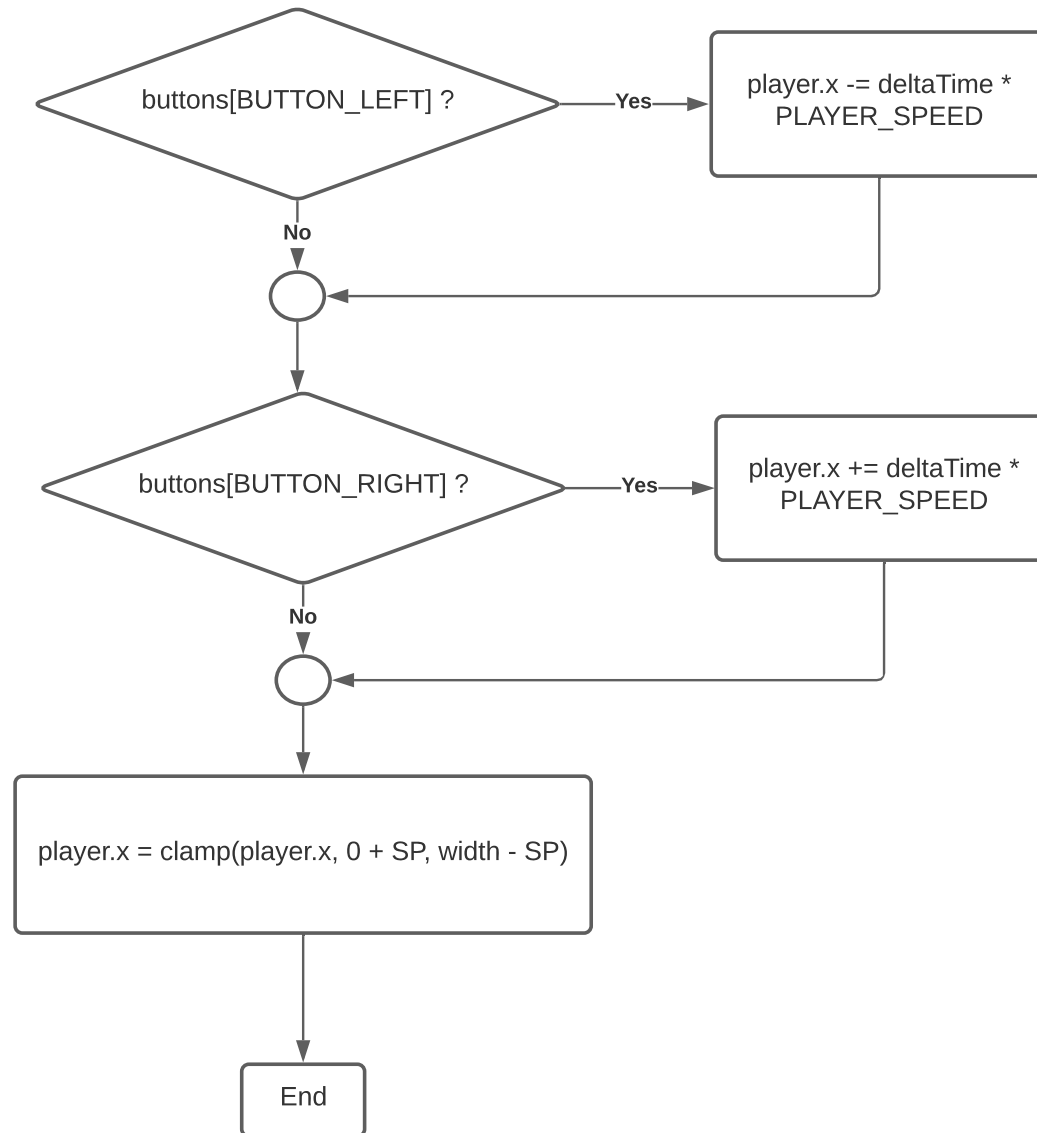


***void move\_player(game\_t\* game, const game\_inputs\_t\* inputs)***



(SP = SCREEN\_PADDING)