const player = document.getElementById('player'); const enemies = document.querySelectorAll('.enemy'); const doors = document.querySelectorAll('.door'); let playerX = 50; let playerY = 50; document.addEventListener('keydown', function(event) { if (event.key === 'ArrowUp') { playerY -= 10; } else if (event.key === 'ArrowDown') { playerY += 10; } else if (event.key === 'ArrowLeft') { playerX -= 10; } else if (event.key === 'ArrowRight') { playerX += 10; } player.style.top = playerY + 'px'; player.style.left = playerX + 'px'; });