Michał Radecki lab 1 PGK

```
 1  init = function()
 2     x = 0
 3     y = 0
 4     screenHeight = 200
 5     screenWidht = 400
 6     shipsize=20
 7  end
 8
 9  update = function()
10     if keyboard.LEFT then x= x-2 end
11     if keyboard.RIGHT then x= x+2 end
12     if keyboard.UP then y= y+2 end
13     if keyboard.DOWN then y= y-2 end
14
15     local limitX = (screenWidht / 2) - (shipSize / 2)
16     local limitY = (screenHeight / 2) - (shipSize / 2)
17
18     if x > limitX then x = limitX end
19     if x < -limitX then x = -limitX end
20     if y > limitY then y = limitY end
21     if y < -limitY then y = -limitY end
22  end
23
24  draw = function()
25     screen.clear()
26     screen.fillRect(0,0,screenWidht+20,screenHeight+20,"#468")
27     screen.drawSprite("sprite",x,y,shipsize)
28  end
```