

# Conclusion

Even in a world filled with devices where you touch and tap to do things, the keyboard is still very useful. Our goal was to move something around depending on which of the arrow keys was pressed. On the surface, this seemed like a very simple goal. As you saw in the many sections that followed our introduction, getting the basic functionality up and running was easy. Getting the functionality right turned out to be a bit more complicated.

In this tutorial, we uncovered some of the biggest quirks involved with using the keyboard. Note that I didn't say that we covered **all of the quirks**. That honor is spread across a few more tutorials we'll look at in the future where we touch upon some other keyboard and `canvas`-related shenanigans.