```python
"""
CS241 Checkpoint 5A
Written by Chad Macbeth
"""

"""
File: check05a.py

To this file you need to add:

A Ship class with member variables: x, y, dx, dy
It should have two simple method: advance and draw

Then to the provided Game class, add calls to your draw
and advance.

You should not need to modify the main function.
"""

import random


class Ship:
    ### Initialize the ship object with default values
    def __init__(self):
        self.x = 0
        self.y = 0
        self.dx = 0
        self.dy = 0

    ### Draw the ship (show coordinates on the screen)
    def draw(self):
        print("Drawing ship at ({}, {})" .format(self.x, self.y))

    ### Advance the ship for 1 frame based on dx and dy
    def advance(self):
        self.x += self.dx
        self.y += self.dy


class Game:
    def __init__(self, dx, dy):
        self.ship = Ship()

        # Set the ship's initial velocity
        self.ship.dx = dx
        self.ship.dy = dy

    def on_draw(self):
        self.ship.draw()


    def update(self):
        self.ship.advance()



def main():
    """
    The main function sets up the game class and calls its
    methods repeatedly, just like will happen in actual games.

    You should not need to change anything here:
    """

    seed = input("Enter a random seed: ")
```

```python
        random.seed(seed)

        dx = random.randint(-4, 4)
        dy = random.randint(-4, 4)

        print("Starting the ship with velocity ({}, {})".format(dx, dy))

        game = Game(dx, dy)

        for i in range(20):
            game.update()
            game.on_draw()

if __name__ == "__main__":
    main()
```