Challenges for update-player

For each of the challenges below, see if you can come up with two EXAMPLEs of how it should work!

1) **Warping** - Program one key to "warp" the player to a set location, such as the center of the screen.

(EXAMPLE (update-player _____) _____)

(EXAMPLE (update-player _____) _____)

2) **Boundaries** - Change `update-player` such that `PLAYER` cannot move off the top or bottom of the screen.

(EXAMPLE (update-player _____) _____)

(EXAMPLE (update-player _____) _____)

3) **Wrapping** - Add code to `update-player` such that when `PLAYER` moves to the top of the screen, it reappears at the bottom, and vice versa.

(EXAMPLE (update-player _____) _____)

(EXAMPLE (update-player _____) _____)

4) **Hiding** - Add a key that will make `PLAYER` seem to disappear, and reappear when the same key is pressed again.

(EXAMPLE (update-player _____) _____)

(EXAMPLE (update-player _____) _____)