

1. Rect_x must be defined outside the loop
2. y= 380
3. The draw command must be outside the loop otherwise it will draw 50 every 20th of a second
4. print(list [1] [0])
5. The program grabs coordinates from the list instead of a separate line of code.
6. X and Y coordinates are already defined so you cannot change the position of the drawing using the definition.
7. pos = pygame.mouse.get_pos()
x = pos[0]
8. Using the multiply by -1 equation would reverse the operation of the keys. i.e . up would be down and down would be up