```cpp
void Keyboard(bool *playing, int *x, int *y)
{
        if (GetAsyncKeyState(VK_RIGHT) & 0x8000)        // 오른쪽 방향키
                (*x)++;
        else if (GetAsyncKeyState(VK_LEFT) & 0x8000)    // 왼쪽 방향키
                (*x)--;
        else if (GetAsyncKeyState(VK_UP) & 0x8000)      // 위쪽 방향키
                (*y)--;
        else if (GetAsyncKeyState(VK_DOWN) & 0x8000)    // 아래쪽 방향키
                (*y)++;
        else if (GetAsyncKeyState(VK_ESCAPE) & 0x8000)  // ESC
                *playing = false;
}

void Draw(HANDLE hOP, int x, int y, char *str, WORD color)
{
        DWORD dwCharsWritten;
        COORD cdFill = { x, y };

        FillConsoleOutputAttribute(hOP, color, strlen(str), cdFill, &dwCharsWritten);
        WriteConsoleOutputCharacter(hOP, str, strlen(str), cdFill, &dwCharsWritten);
}
```