```javascript
var keyclick = {};
document.addEventListener("keydown", function (event) {
    keyclick[event.keyCode]=true;
    move(keyclick);
},false);
document.addEventListener("keyup", function (event) {
    delete keyclick[event.keyCode];
},false);


function move(keyclick){
    if(37 in keyclick){player.x -= player.speed;player.pacdir=64;}
    if(38 in keyclick){player.y -= player.speed;player.pacdir=96;}
    if(39 in keyclick){player.x += player.speed;player.pacdir=0;}
    if(40 in keyclick){player.y += player.speed;player.pacdir=32;}
    render();
}
```