Reminders:

1. Image / blit:

```python
self.image = pygame.image.load("../assets/fighter.png")
self.screen.blit(self.image, (self.x, self.y))
```

2. Draw line:

```python
pygame.draw.line(self.screen, self.color, (self.x, self.y),
    (self.x, self.y + self.height), self.width)
```

3. Play sound:

```python
self.fire_sound = pygame.mixer.Sound("../assets/pew.wav")
self.fire_sound.play()
```

4. Key interaction:

```python
if pressed_keys[pygame.K_LEFT]:    or
if key_was_pressed_on_this_cycle(pygame.K_SPACE, events):
```