***Reminders***:

1. ***Image / blit:***

self.image = pygame.image.load("../assets/fighter.png")

self.screen.blit(self.image, (self.x, self.y))

1. ***Draw line:***

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

1. ***Play sound:***

self.fire\_sound = pygame.mixer.Sound("../assets/pew.wav")

self.fire\_sound.play()

1. ***Key interaction:***

if pressed\_keys[pygame.K\_LEFT]: *or*  
 if key\_was\_pressed\_on\_this\_cycle(pygame.K\_SPACE, events):