

### ***Reminders:***

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

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

#### **2. Draw line:**

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

#### **3. Play sound:**

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

#### **4. Key interaction:**

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