

```
# Brygg & Lilleken
# Begun 2022-05-16

WIDTH  = 800
HEIGHT = 800

rr = Actor('redrocket1')
rr.pos = 100, 100

def draw(): #main drawing loop
    rr.draw()

def on_key_down(key, mod, unicode):
    if key == keys.LEFT: rr.left -= 5 #left  pushed
    if key == keys.RIGHT: rr.left += 5 #right pushed

### end ###
```

```
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# Begun 2022-05-16
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```
WIDTH  = 800  
HEIGHT = 800
```

```
rr = Actor('redrocket1')  
rr.pos = 100, 700
```

```
def draw(): #main drawing loop  
    screen.clear()  
    rr.draw()
```

```
def on_key_down(key, mod, unicode):  
    x, y = rr.center  
  
    if key == keys.LEFT:  animate(rr, center=(x-50, y))  
    if key == keys.RIGHT: animate(rr, center=(x+50, y))  
    if key == keys.SPACE: animate(rr, center=(x, y-1000))
```

```
### end ###
```

```
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WIDTH  = 800
HEIGHT = 800

T = "accel_decel" # accelerate, then decelerate animation
D = .2             # 1/5 of a second

rr = Actor('redrocket1')
rr.pos = 100, 700

def draw(): #main drawing loop
    screen.clear()
    rr.draw()

def on_key_down(key, mod, unicode):
    x, y = rr.center

    if key == keys.LEFT:  animate(rr, center=(x-50, y),  tween=T, duration=D)
    if key == keys.RIGHT: animate(rr, center=(x+50, y),  tween=T, duration=D)
    if key == keys.SPACE: animate(rr, center=(x, y-1000), tween=T, duration=D)

### end ###
```