

class Player

```
class Player(pygame.sprite.Sprite):
    def __init__(self, x, y):
        super().__init__()
        self.image = pygame.Surface((50, 50))
        self.image.fill((255, 0, 0)) # Red square for player
        self.rect = self.image.get_rect(center = SIZE['player'])
        self.speed = 5
```

Simple class player

Another example of something

```
elif event.type == KEYDOWN:
    if event.key in (K_LEFT, K_RIGHT, K_UP, K_DOWN):
        msg = ("Arrow key pressed")
    if event.key == K_a:
        msg = "'a' key pressed"
    if event.key == K_ESCAPE:
        pygame.event.post(pygame.event.Event(QUIT))
```

y not working



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