Intro to Python

Exercise: Dodgeball

Challenge

Change the control keys to something that makes sense for you.

Suggestion

In `DodgeballData` the `evolve` method examines the keys that are currently held down by the user, and applies actions based on those keys. The code looks like this:

```python
if pygame.K_UP in keys:
    self.player.moveUp()
elif pygame.K_DOWN in keys:
    self.player.moveDown()
elif pygame.K_LEFT in keys:
    self.player.moveLeft()
elif pygame.K_RIGHT in keys:
    self.player.moveRight()
```

Notice that the `pygame.K_UP in keys` checks if the up key is currently held down. If you want to use a different key, then you just need to replace the symbol. A list of symbols can be found [here](#).

If you want a diagonal key, you can add to the checks, and call both `moveUp()` and `moveLeft()` when that key is held down.