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#Import the library
import pygame

#Define colours
BLACK = (0,0,0)
WHITE = (255,255,255)
GREEN = (0,255,0)
RED = (255,0,0)
BLUE = (0,0,255)

def draw_stickman(screen, x, y):
    #Head
    pygame.draw.ellipse(screen, BLACK, [1+x, y, 10, 10], 0)
    #Legs
    pygame.draw.line(screen, BLACK, [5+x, 17+y], [10+x, 27+y], 2)
    pygame.draw.line(screen, BLACK, [5+x, 17+y], [x, 27+y], 2)
    #Body
    pygame.draw.line(screen, BLACK, [5+x, 17+y], [5+x, 7+y], 2)
    #Arms
    pygame.draw.line(screen, BLACK, [5+x, 7+y], [9+x, 17+y], 2)
    pygame.draw.line(screen, BLACK, [5+x, 7+y], [1+x, 17+y], 2)

#Initialise the engine
pygame.init()

#Opening a window
size = (700,600)
screen = pygame.display.set_mode(size)

background_image = pygame.image.load("images/08 background.jpg").convert()
player_image = pygame.image.load("images/09 mario.gif").convert()
#player_image.set_colorkey(WHITE)

#Set window title
pygame.display.set_caption("This is a new window")

#loop until the user clicks the close button
done = False

#Used to manage how fast the screen updates
clock = pygame.time.Clock()

#Speed
x_speed = 0

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y_speed = 0

#Starting
x_start = 10
y_start = 10

# ----- Main program Loop -----
while not done:
    # --- Main event loop
    for event in pygame.event.get(): #User did something
        if event.type == pygame.QUIT: #If user clicked close
            done = True #Flag that we are done and exit the loop
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                x_speed = - 3
            if event.key == pygame.K_RIGHT:
                x_speed = 3
            if event.key == pygame.K_UP:
                y_speed = -3
            if event.key == pygame.K_DOWN:
                y_speed = 3
        if event.type == pygame.KEYUP:
            if event.key == pygame.K_LEFT:
                x_speed = 0
            if event.key == pygame.K_RIGHT:
                x_speed = 0
            if event.key == pygame.K_UP:
                y_speed = 0
            if event.key == pygame.K_DOWN:
                y_speed = 0

    # ----- Game logic should go here -----
    x_start += x_speed
    y_start += y_speed

    if x_start < 10:
        x_start = 10
    elif x_start >680:
        x_start = 680
    if y_start < 10:
        y_start = 10
    elif y_start >565:
        y_start = 565

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# ----- Drawing code should go here -----  
# First, clear the screen to white. Don't put other drawing commands above this or they will be  
erased with this command.  
screen.fill(WHITE)  
screen.blit(background_image, [0,0])  
screen.blit(player_image, [x_start, y_start])  
  
# Update the screen  
pygame.display.flip()  
  
# ----- Limit to 60 frames per second -----  
clock.tick(60)  
  
pygame.quit()
```