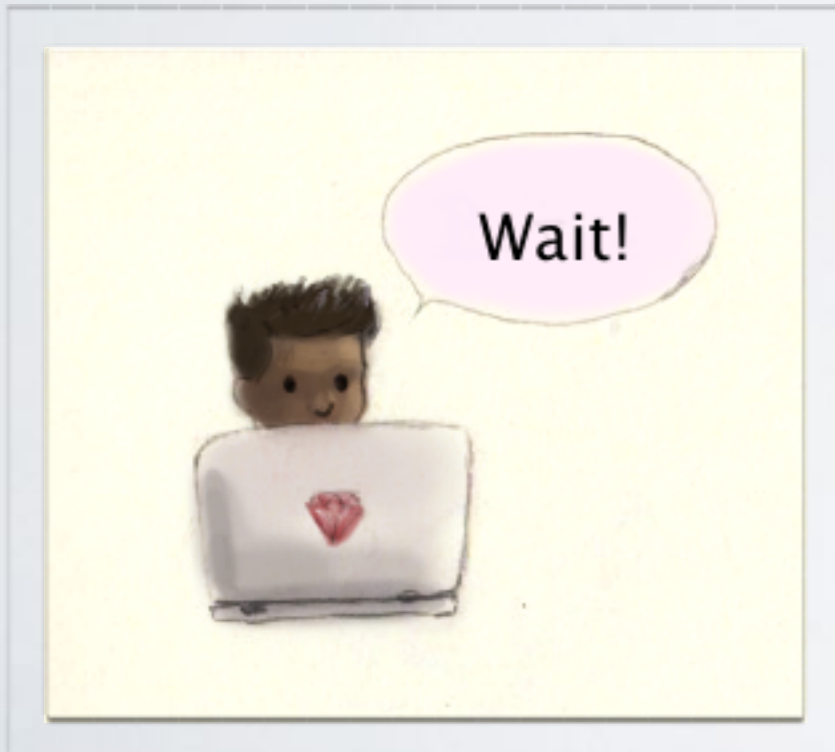


```
def update
  @player.x = @player.x + 5
end
```

```
def update
  @player.x += 5
end
```



@senorhuidobro



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