Hra v Pygame

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```python
import pygame
import math

pygame.init()
screen = pygame.display.set_mode((640, 480))
clock = pygame.time.Clock()
running = True

player = pygame.sprite.Sprite()
player.image = original_image = pygame.image.load("raketa.png").convert_alpha()
player.speed = pygame.Vector2((0, 0))
player.position = pygame.Vector2((30, 30))
player.angle = 0
player.angle_speed = 0

while running:
    dt = clock.tick(60) / 1000
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    keys = pygame.key.get_pressed()
    player.angle_speed += 2.0 * dt * (keys[pygame.K_d] - keys[pygame.K_a])
    player.angle += player.angle_speed * dt
    direction = pygame.Vector2((-math.sin(player.angle), -math.cos(player.angle)))
    player.image = pygame.transform.rotate(original_image, math.degrees(player.angle))
    player.speed += 25.0 * dt * (keys[pygame.K_w] - keys[pygame.K_s])
    player.position += player.speed * dt

    screen.fill("white")
    screen.blit(player.image, player.position)
    pygame.display.flip()
```

1. EDIT: v kódu hry je chyba. Doplňte vhodným způsobem použití proměnné `direction`.
2. Jak se hra ovládá?
3. Jaký význam má natočení rakety pro její ovládání?