

My First Touch Develop Game

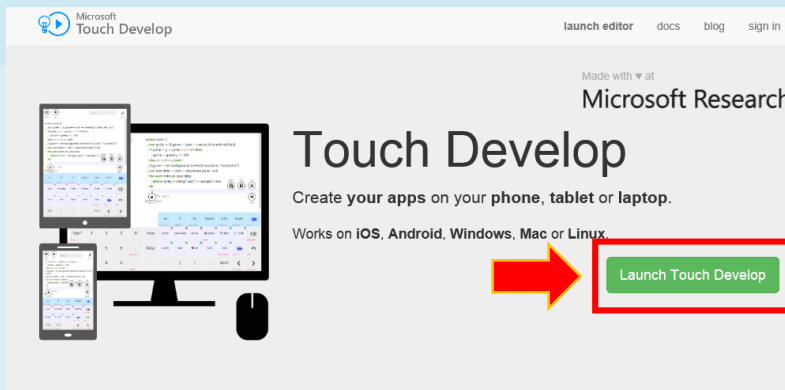
Make a Bouncy Creature Game

Card 4 of 5

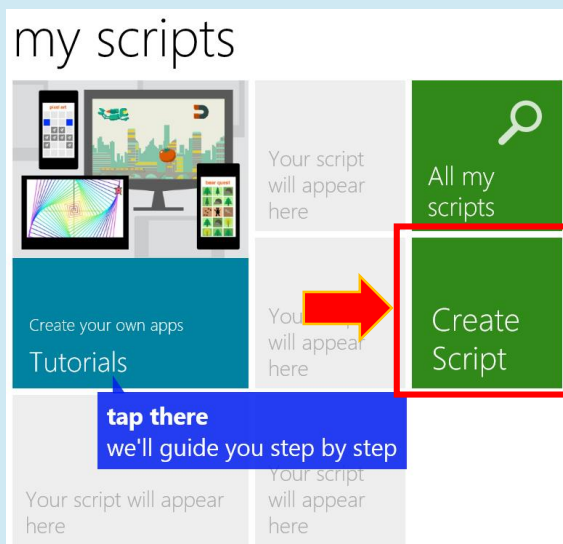
I am learning: **Touch Develop Programming**



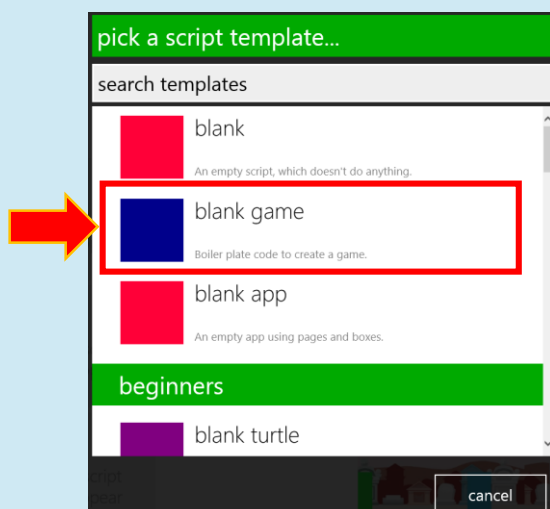
1. Using a web browser like Internet Explorer, Firefox, or Chrome, **go to the Touch Develop website** at <http://www.touchdevelop.com>
2. **Click on the Launch Touch Develop button**, on the Touch Develop website.



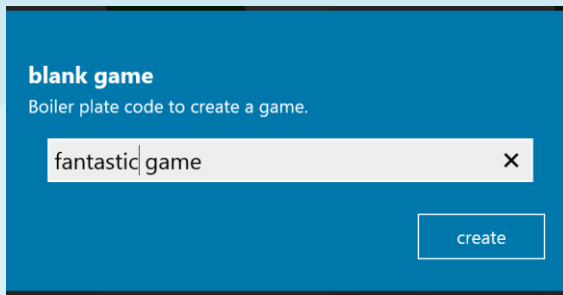
3. **Click on Create Script** so you can start a new program from the beginning.



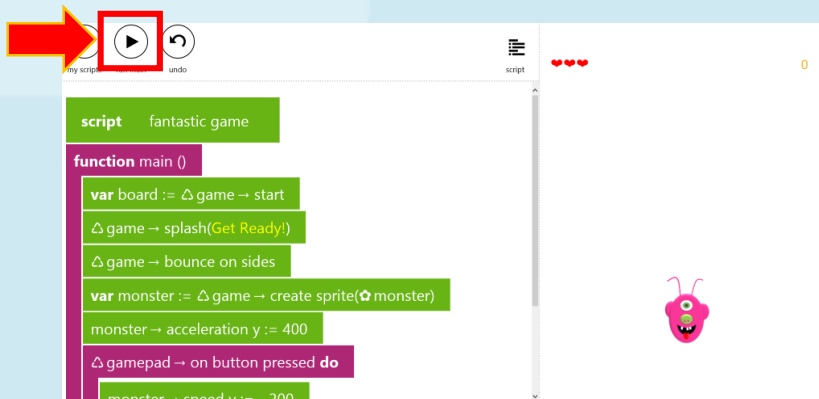
4. **Click on Blank Game** to start with a basic set of game-related code.



5. **Type a new name** for your game – whatever you want, and you can always change it later!
Click the Create button when you're ready.



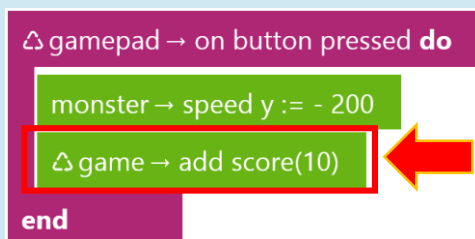
6. **Click on the Run button** and then **play the game by clicking** to keep the creature in the air.



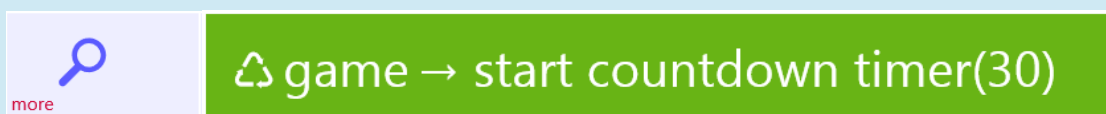
7. **Find the var monster line of code** and then **change (monster) to another creature** you like – maybe a (cat), (dragon), or something else? **Delete the word "monster" after the flower symbol**, and then use the Search to find a sprite, or image, that you like.

var monster := game → create sprite(monster)

8. **Add a new line of code** below monster->speed y := -200 that **adds 10 points** to the player's score each button click.



9. **Add a new line of code** below game->bounce on sides that **starts a 30 second countdown timer** for the game. Hint: Check under the "More" magnifying glass symbol.



10. **Run your game** with the Run Main button and try to get a really high score before the timer runs out!

Congratulations! You've created your own custom game in Touch Develop!

