Microsoft Imagine

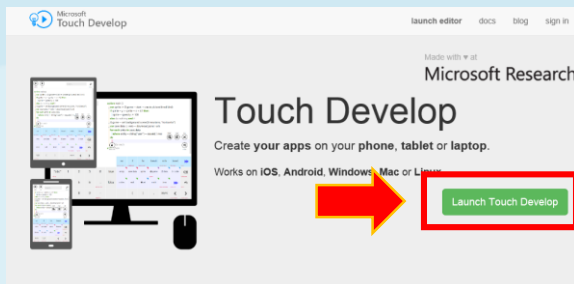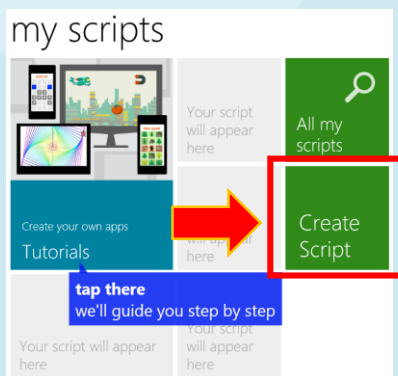# My First Touch Develop Game

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.
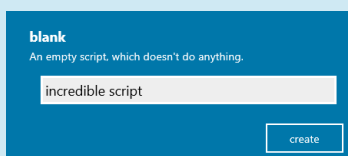

3. **Click on Create Script** so you can start a new program from the beginning.

4. **Click on Blank** to start with a blank main() function.
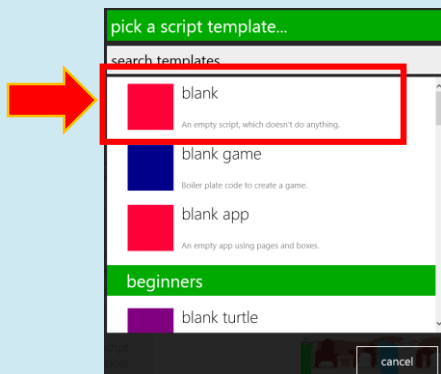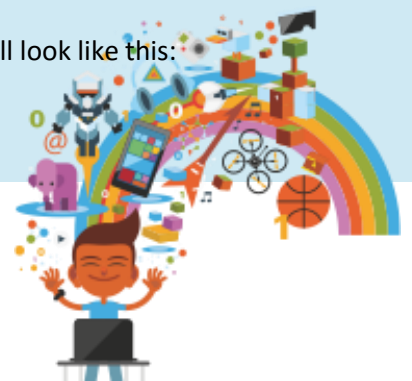

5. **Type a new name** for your program – you can always change it later! **Click the Create button** when ready.

6. **Click on the line between main() and end, add the following code: media->create portrait board.**

7. **Click on store in var** and make sure the name is "board". Your code will look like this:


```
var board := media → create portrait board(480, 800)
```

8. **Click on the bottom + sign** on the line you just wrote to add a new line under it.

9. **Click on board** in the lower half of the screen, then **-> post to wall**.

10. **Click on the bottom + sign** on the line you just wrote to add a new line under it.

11. **Click on board** in the lower half of the screen, and **then add on tap**. Hint: Check under the More magnifying glass symbol.

🔍
more

12. **Click on the line between where and end** in this new block of code, and then **click on math**.

13. **Click on ->random**, and then **change the 2 to 101**.

14. **Click on the space after (101)** and then **click on ->to string**.

15. **Click on store in var,** your code will look similar to this:

> **var** s := math → random(101) → to string

16. **Click on the bottom + sign** on the line you just wrote and add a new line under it.

17. **Click on board**, then **click ->create text**.

18. **Delete the "" signs and put s** (the random number variable) before the last parentheses. Your code will look similar to this:

> **var** sprite := board → create text(100, 40, 20, s)

19. **Click on the bottom + sign** on the line you just wrote and add a new line under it.

20. **Click on the variable name of your text** (likely **sprite**), and then **click on ->set color**. Your code will look similar to this:

> sprite → set color(colors → random)

21. **Click on the bottom + sign** on the line you just wrote and add a new line under it.

22. **Click on board**, and then **click ->post to wall**.

23. **Click on the bottom + sign** on the line you just wrote and add a new line under it.

24. **Click on the variable name of your text** (likely **sprite**), and then **click on -> hide**.

25. **Compare your final code with this code** then **click on the Run Main button** at the top of the screen!

```
function main ()
    var board := media → create portrait board(480, 800)
    board → post to wall
    board → on tap(tapped)
        where tapped(x : Number , y : Number) is
            var s := math → random(101) → to string
            var sprite := board → create text(100, 40, 20, s)
            sprite → set color(colors → random)
            board → post to wall
            sprite → hide
        end
    end
end function
```

Congratulations! You've created your own random number program in Touch Develop!