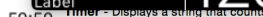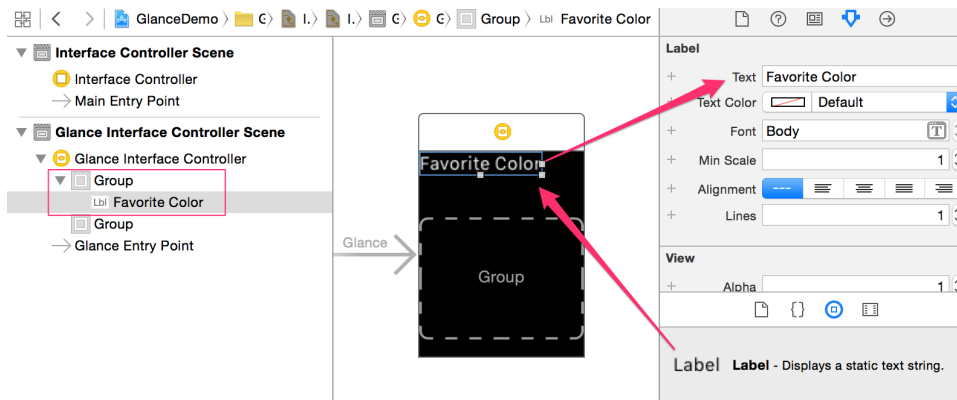# WatchKit Glance Tutorial

Start a New WatchKit Project

1. Follow the **Hello, WatchKit Tutorial** to set up a new WatchKit project.
2. However, when you're creating a new WatchKit App Target, make sure to **check the Include Glance Scene** option

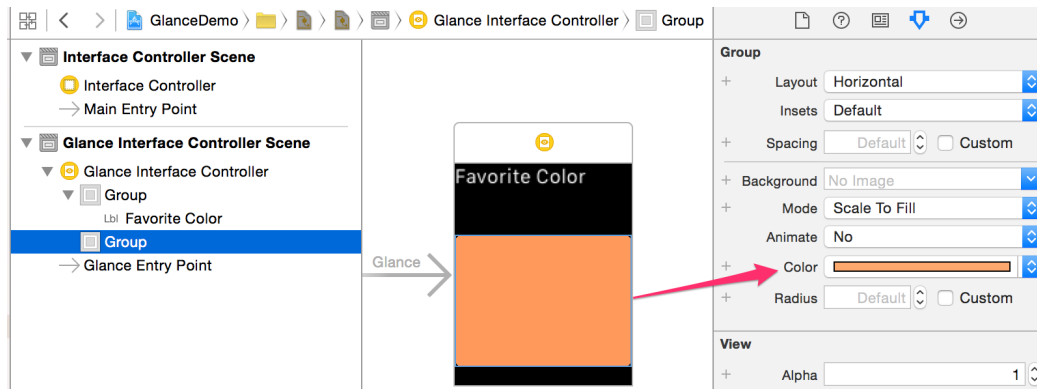3. Make sure your Watch App runs properly.

Create your Glance

1. Open Interface.storyboard. You'll notice there is now a **Glance Interface Controller**
2. Select the **Glance Interface Controller**, and experiment with the different combinations of **Upper** and **Lower** layouts.
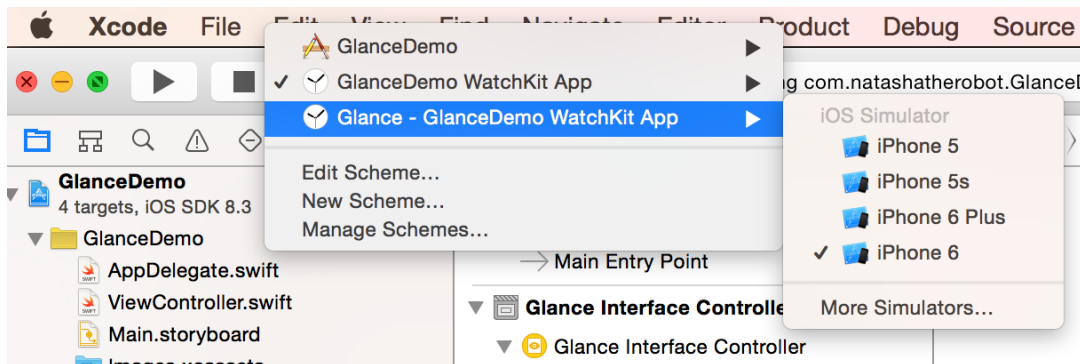
3. We're going to make a **Favorite Color Glance** using the initial **Upper** and **Lower** layout.
4. Add a **Label** to the **Upper** group. Change the Label text to say **Favorite Color**.

5. Change the color of the **Lower** group to your favorite color

6. Run the Watch App.
7. ^ That was actually a trick. All you should see is a black screen. That's because you have to change to the Glance scheme to actually run the Glance.
8. Select the scheme named **Glance - [YOUR APP NAME]** and run. Now you can see your glance!

9. **Challenge**: Make the data dynamic by creating IBOutlets and writing code in the GlanceController, located in your WatchKit Extension.