

# Randomness

Let's introduce some uncertainty into our creation.

We can use `uw.randomInt(a, b)` to pick a random number between `a` and `b`.  
(This is just like `pick random _ to _` from Scratch.)

For example, `uw.randomInt(1, 10)` gives a random number between 1 and 10.

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## Random position

Let's start our sprite off in a random place on the screen.

👉 Set your sprite to a random X position.

```
player.posX = uw.randomInt(0, world.width)
```

👉 Set your sprite to a random Y position.

*Hint: you'll need to add another line, which uses `world.height`.*

👉 Check that each time you refresh, the sprite moves to a different place on the screen!

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## Random angle

Let's point our sprite in a random direction.

```
player.angle = uw.randomInt(1, 360)
```

👉 Check that each time you refresh, the sprite points in a different direction.

➡ Next, let's [learn how to animate things...](#)