

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.

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!

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...](#)