# Lesson 7:

**Code your game!**

Think of a story based on the some of the characters we discussed in class. Make them move, talk to each other, score points based on some condition.

Actions required:

* Open the link: <https://studio.code.org/projects/playlab_k1/T7lViYI_H-K86mAK3aAkocGzxvUIfowdWoZXKVQM2oY>
* Click on ‘How it works’
* Click on ‘Remix’
* Give your project a suitable name by clicking on ‘Remix’
* Start developing your story
* Once you are satisfied, click on share and upload the link to your dashboard.

Solution:

An alien and a little birdy are playing the game of Tap. Every time the bird touches the alien it gets a point.

Step by step execution:

* Add a background and create alien and bird.
* Next, give movements to the bird using arrow keys. Hence add when up, down, left, right pressed events and move the bird in the appropriate direction.
* Now, whenever the bird touches the alien, it scores a point
* To make it interesting, play a win point sound.

