# Peep and the Wide World Tilt Game

Help Chirp catch his breakfast by creating a tilting iPad game. In this activity you will program Chirp to move around the iPad screen when someone tilts the screen left, right, up and down. You will also program the worm to move around the screen and disappear when Chirp catches him. Let's eat!

Open the Tynker app and choose Projects. Create a New Project. Choose Blank Template.
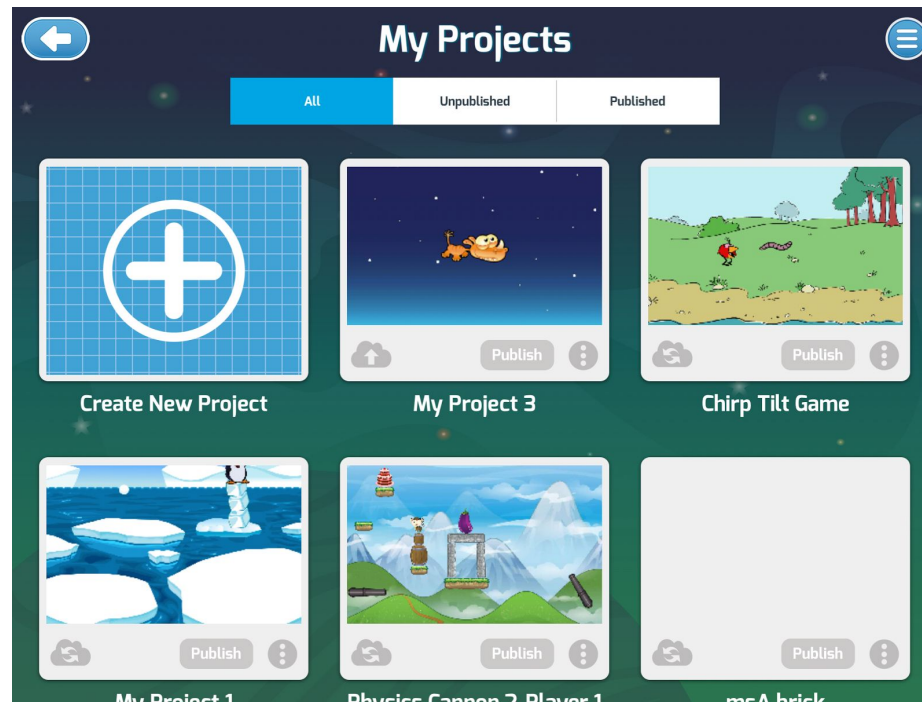
Setup

Begin by deleting the little monster on the screen. Tap the garbage can to throw him away.
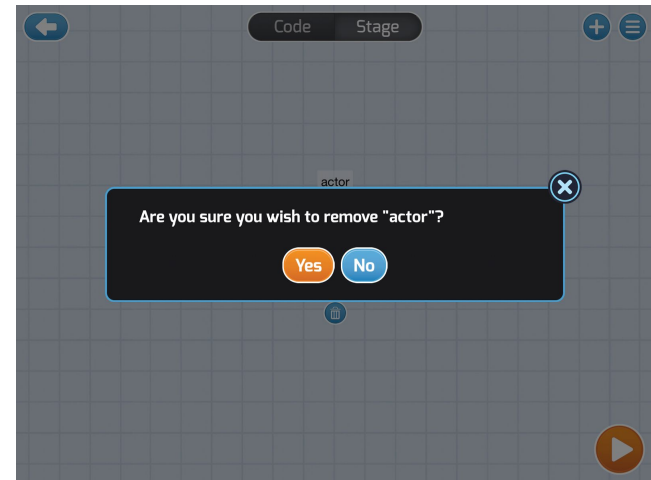
Next, we will set up the stage and add our actors. Tap the + in the upper right corner to select a background. We will be using characters and a background from the Peep (yellow chick) section. Tap Peep to see your options.
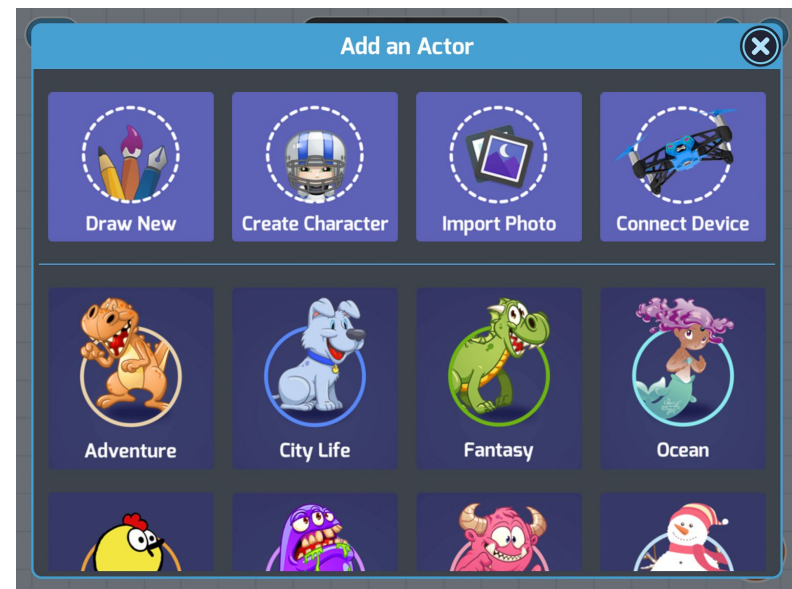
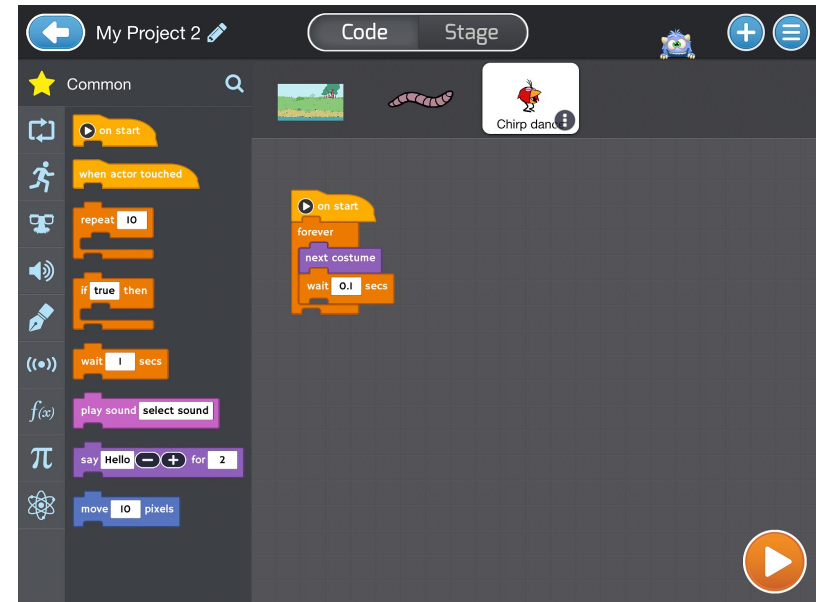Scroll through the assets to select a **background**. Repeat to select **any Chirp** and the **worm**.

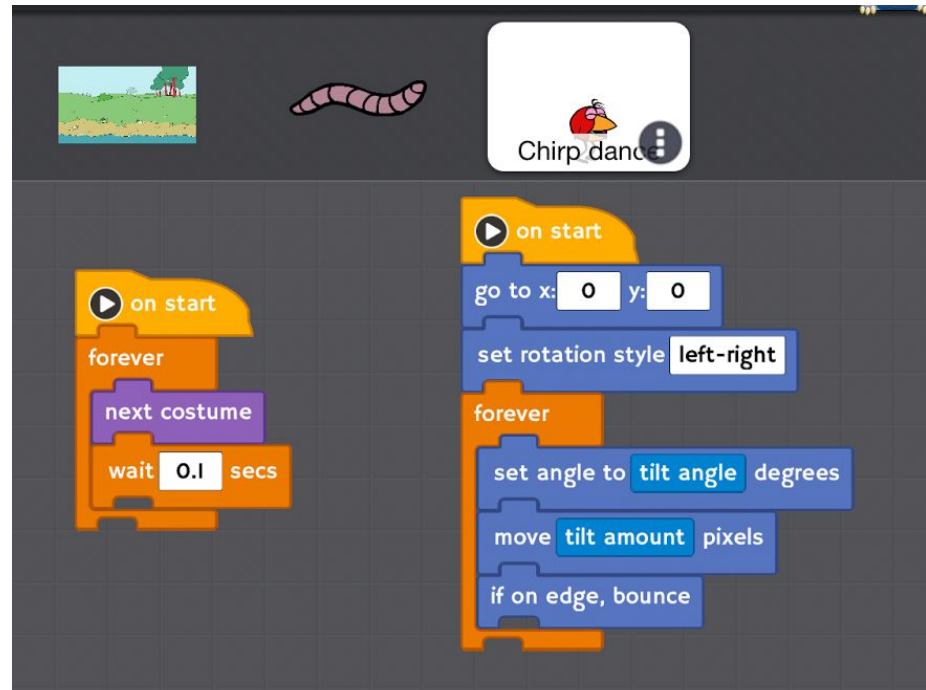Now, you should have a scene with two characters.

Build the Game

1. Tap *Stage* at the top center of the screen. Tap *Chirp*. Chirp will have some code, or direction, already written for him. We will keep these directions.
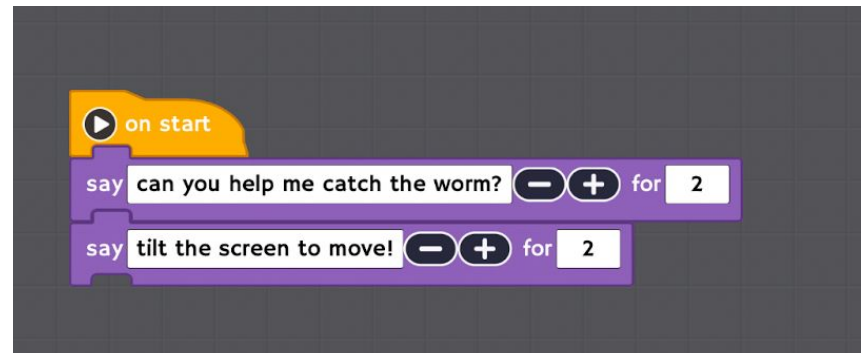

2. Add directions to make Chirp go to a starting point. Add the code below:
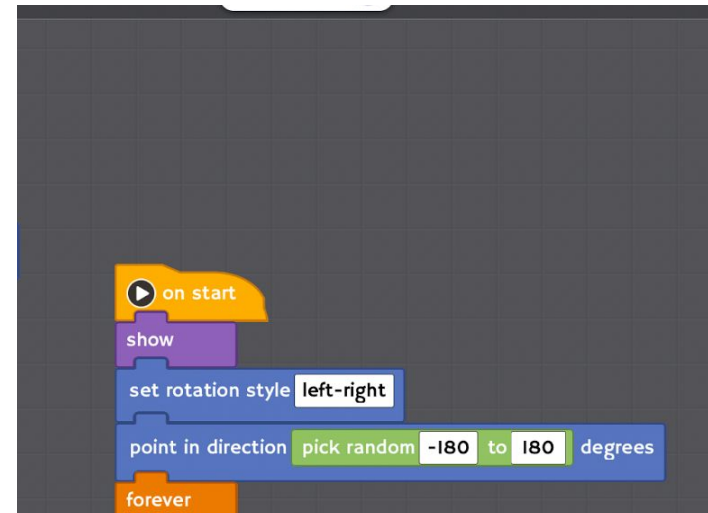
3. Next, we will add the code to make Chirp move when we tilt the iPad. Add the code below:

4. Add directions to help players get started. Add the code below:

5. Now, it's time to make the worm move. Tap the **_worm_**. Add the code below:


```
on start
show
set rotation style  left-right
point in direction  pick random  -180  to  180  degrees
forever
```

6. Next, we will make the worm disappear when Chirp catches him. Add the code below:

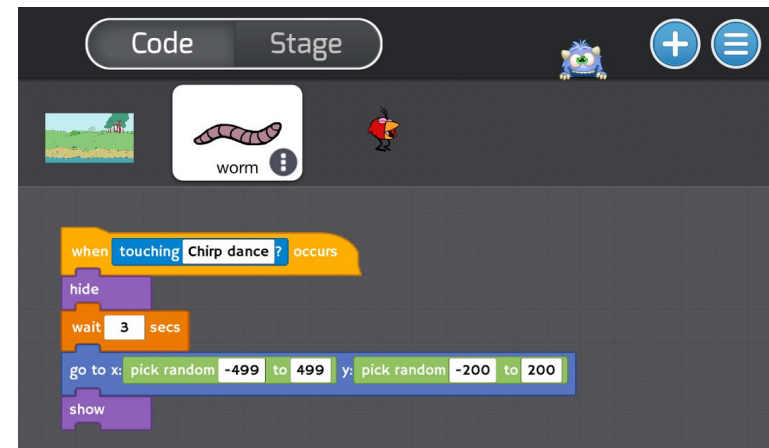7. It's time to help Chirp catch some breakfast! Tap the orange play button to try your game.

Need a challenge? Try one of these:

Can you add more worms for Chirp to catch?
Can you make Chirp make a sound when he catches the worm?
Can you make the worm make a sound when Chirp catches him?

Code Cheat Sheet

Control/Flow (Orange & Yellow)	On Start
	Forever
	Wait
Motion (Blue)	Go to x:0 y:0
	Set rotation style
	Set angle to 0 degrees
	Move 10 pixels
	If on edge, bounce
	Point in direction 90 degrees
Looks (Purple)	Say Hello! - + for 2
	Hide
	Show
Sensing (Bright Blue)	Touching
	Tilt angle

	Tilt amount
π Math (Green)	Pick random 0 to 0