

The tilting ghost example

We named the variable "ghost" and started it at column 6.

You will find the moves like tilt left in the "on shake" block.



```

on start
  clear scroll:bit
  set GHOST to 6
  display icon [ghost icon]
  at col GHOST
  row 1
  with brightness 128
  display your changes
  
```

```

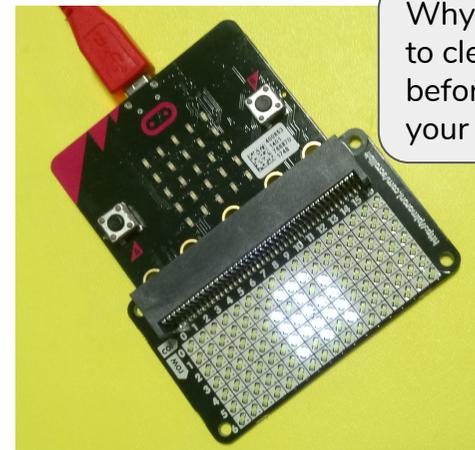
on tilt left
  while GHOST > 0
  do
    clear scroll:bit
    change GHOST by -1
    display icon [ghost icon]
    at col GHOST
    row 1
    with brightness 128
    display your changes
  
```

```

on tilt right
  while GHOST < number of columns - 5
  do
    clear scroll:bit
    change GHOST by 1
    display icon [ghost icon]
    at col GHOST
    row 1
    with brightness 128
    display your changes
  
```

These parts limit how far across it can go so your ghost doesn't disappear off the screen.

1. Go to MakeCode and click on the scroll:bit part of the menu. You will find all of the black blocks in there.
2. Copy the code from the right into your pxt editor.
3. Flash the code onto your micro:bit.
4. Tilt your micro:bit from left to right and see what happens!



Why do you have to clear the screen before displaying your ghost?

Does it have to be a ghost?



Can you make the ghost stop part of the way across by changing the code?

