Torque Game Builder – Fish Demo Tutorial - Part 6

6. Come in at a Random Position

6.1 Adding a random Y position to our script

Now that we have our fish swimming back and forth properly, we need to add a couple of things to make it a bit more interesting. One of these things is to place our finish in a random Y position when it flips and swims back across the screen after hitting a world limit. This will give the illusion of another fish swimming in, or at least as though our fish was moving vertically and not just horizontally. Browse to your *MyFishDemo/gameScripts* folder and open up your *game.cs* script file. Locate your *onWorldLimit()* function. It should look like this.

```
function FishClass::onWorldLimit(%this, %mode, %limit)
{
   switch$ (%limit)
   {
      case "left":
         %this.setLinearVelocityX(20);
         %this.setFlipX(false);

      case "right":
         %this.setLinearVelocityX(-20);
         %this.setFlipX(true);
   }
}
```

We need to add a call to both the “left” and “right” responses. This call will set the fish's Y position in a random number between the top of the level and just above the ground. Make your function look like this.

```
function FishClass::onWorldLimit(%this, %mode, %limit)
{
   switch$ (%limit)
   {
      case "left":
         %this.setLinearVelocityX(20);
         %this.setFlipX(false);
         %this.setPositionY(getRandom(-35, 25));

      case "right":
         %this.setLinearVelocityX(-20);
         %this.setFlipX(true);
         %this.setPositionY(getRandom(-35, 25));
   }
}
```

Code Sample 6.1.1

We get a random number between -35 and 25 to set our fish's Y position to. This way the fish's Y position will change when it hits the world limit. It will now swim in at a different position than where it left.

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So now reload up *TGB* and you should be presented with your level. Click the *Play Level* button and you should see your fish swim out of the level and in at a random position *(as shown in Figure 6.1.1)*.

Figure 6.1.1