**Movement with Sensors**

*Move a Sprite by tilting your phone*

### Get Ready

You will need these components in your design screen:

- Canvas, Sprite, OrientationSensor, Clock

### Try These Blocks

![Diagram of blocks]

### What Does it Mean?

A procedure called `MoveBug` was created that moves the bug in the direction that the phone is tilted.

The `OrientationSensor.Angle` is used to tell the bug which direction to move based on what angle your phone is tilted.

The `OrientationSensor.Magnitude` is used to tell the bug what speed to move based on how much tilt you are putting on your phone.

Whenever the `Clock1.Timer` fires, the event `MoveBug` will be called.