Project 122

DP EDUCATION

Coding School

micro:bit

122

Start Here

❖ Let's set up a game to be played when the Micro bit borad is turned in directions like left to right
❖ First drag an on start block.
❖ Let's prepare two variables in that block.
❖ Set the two variables playerX and playerY. Give the initial value of playerX as 2 and the initial value of playerY as 4.

```
on start
set  playerX ▼ to  2
set  playerY ▼ to  4
```
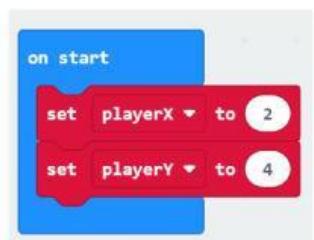
❖ Drag a Forever block.
❖ The bulb should be lit in the respective position so that the assing value in the playerX variable is X and the assing value is Y in the playerY variable. For that, let's prepare the code as follows

```
forever
plot x  playerX ▼  y  playerY ▼
```

❖ When the micro bit borad is turned to the left and the value of PlayerX is greater than 0, the value of the playerX variable for X and the value of the playerY variable for Y should not light the bulb. should be changed. For that, prepare the code as follows.

```
if  is  tilt left ▼  gesture  and ▼  playerX ▼  > ▼  0  then
    unplot x  playerX ▼  y  playerY ▼
    change  playerX ▼  by  0  - ▼  1
⊕
```
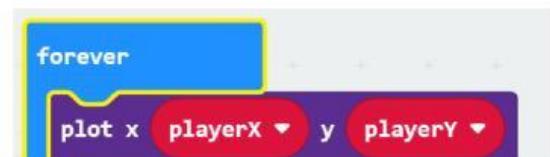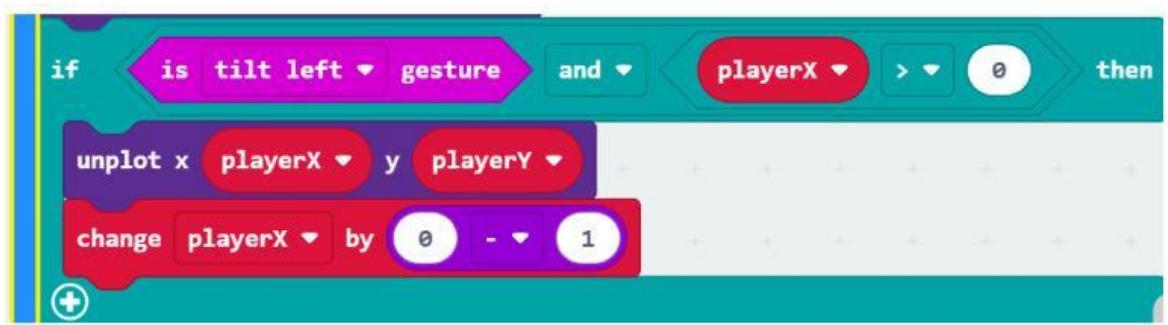
❖ When the micro bit board is turned to the right and the value of PlayerX is less than 4, the value of the playerX variable for X and the value of the playerY variable for Y should not light the bulb. Also, the value obtained when the value of PlayerX is reduced by 1 should change as For that, prepare the code as follows.

```
if    is  tilt right ▼  gesture    and ▼    playerX ▼   < ▼   4    then
    unplot x  playerX ▼  y  playerY ▼
    change  playerX ▼  by  1
⊕
```

❖ Add a push block to make the above events happen in 0.1 seconds.

```
pause (ms)  100 ▼
```