

Project 129



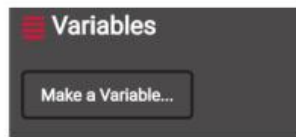
Coding School



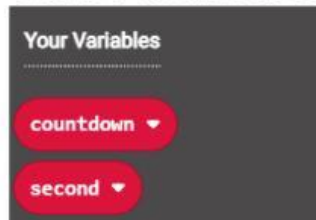
Start Here

- ❖ Shoot Enemy Game created using Microbit.

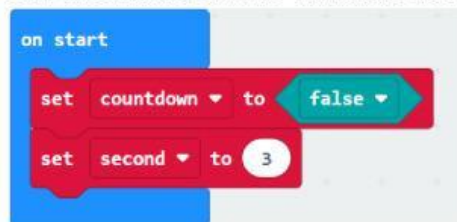
- ❖ First let's create variables.



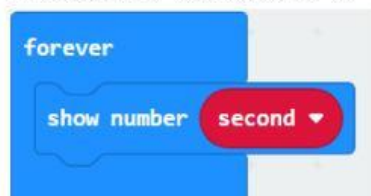
- ❖ Create a countdown variable to indicate whether the countdown is true or false.
- ❖ Create a variable as second to set the required number of seconds.



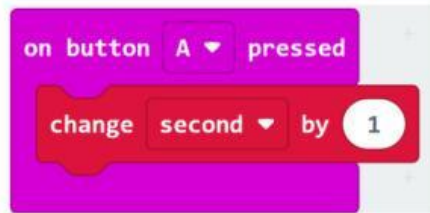
- ❖ In the on start block of the worksheet, initialize the variables as follows.
- ❖ Set the value of Countdown variable to false.
- ❖ Set the value of the variable as Second as 3.



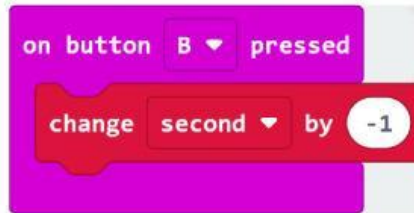
- ❖ Since the value of the countdown should be shown every time, add the show number block to the forever block in the worksheet and set the second variable to it.



- ❖ To increase the value of the countdown, use the on button A pressed block as follows and apply the following block to it.



- ❖ To reduce the value of the countdown, use the on button B pressed block as follows and apply the block as follows.



- ❖ To do the countdown, create a countDown function as follows.



- ❖ Apply block as below to pause for 1 second (1000ms) in that function.



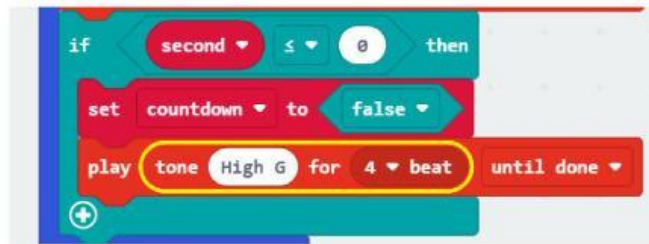
- ❖ Then apply the following block to decrease the countdown value by 1.



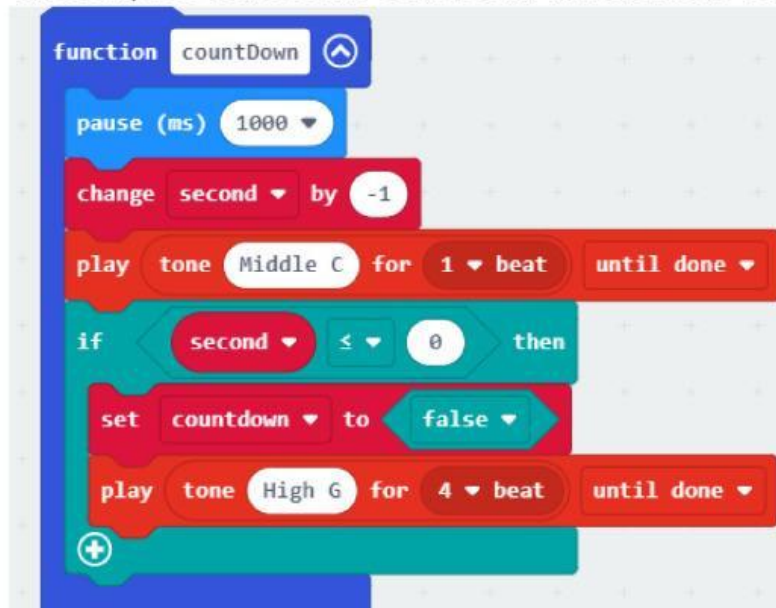
- ❖ Then apply the block as follows to play a music.



- ❖ Also, since the function should stop when the Countdown is 0, add an if block to the countDown function and give $\text{second} \leq 0$ as the condition. In the if, the countdown is false and then a tone is played. Give it a beat value of 4.



- ❖ The complete code of the countdown function is as follows.



- ❖ For the countdown function to work, the countdown variable must be true, and for that, add an if block to the forever block and call the countdown function in it.



- ❖ The countdown starts when the logo is pressed and for that, set the countdown to true in an on logo pressed block.



