## Project 122



## **Coding School**





Start Here

**#LIVEWORKSHEETS** 

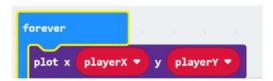
- Let's set up a game to be played when the Micro bit borad is turned in directions like left to right
- First drag an on start block.
- Let's prepare two variables in that block.
- Set the two variables playerX and playerY. Give the initial value of playerX as 2 and the initial value of playerY as 4.

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



❖ 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.

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



