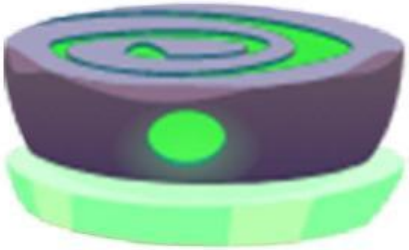
Project 130

DP EDUCATION

Coding School



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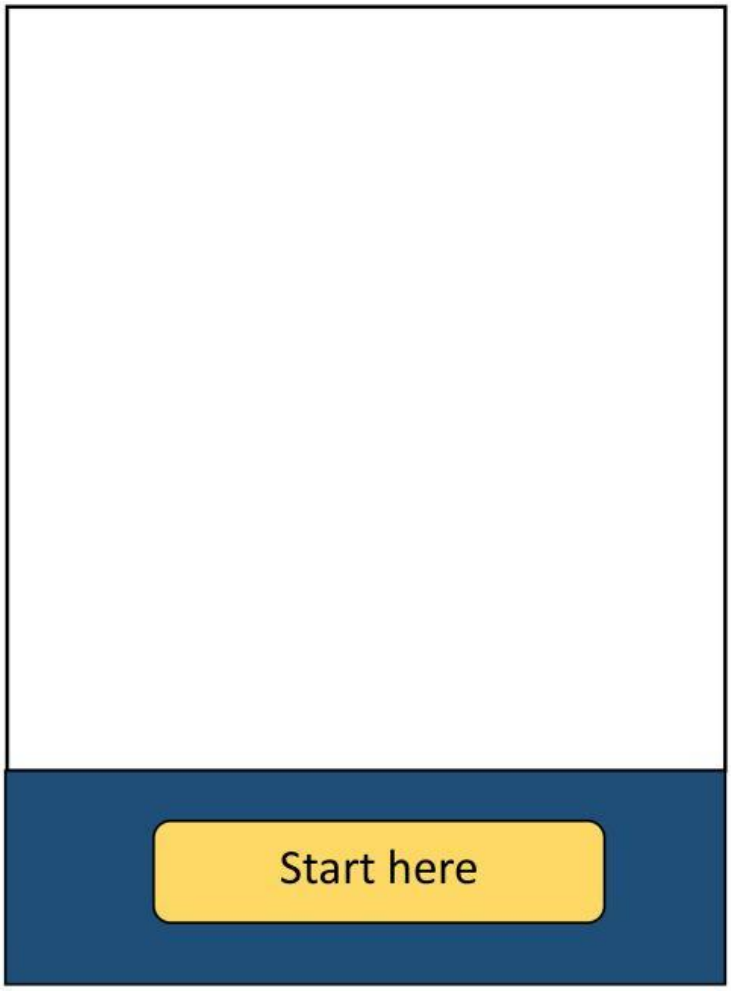


LIVEWORKSHEETS

- In the 130th project we are creating the rock paper scissor game.
- When it comes to paper, scissors, scissors wins.
- Rock wins when it comes to scissors.
- When paper comes to rock, paper wins
- First let's create Variables.

- Create variables as rockIndex , paperIndex , scissorsIndex, myHand , rockImage , paperImage , scissorImage.

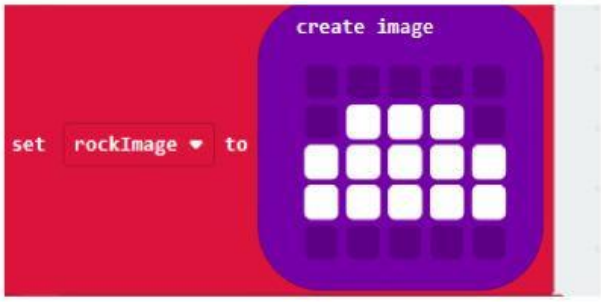
- After that, drag the on start button.
- Drag the set rockIndex to block into it.
- Two more such blocks are needed, so let's duplicate it and change it as follows.

LIVEWORKSHEETS

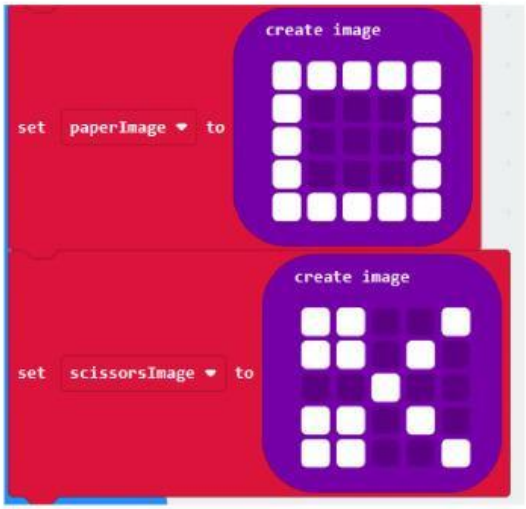
❖ Right click on the corresponding block to duplicate it.

❖ After that, drag the create image block in Images under Advanced.

❖ Drag it into the set rockImage to block.



❖ Let's create paperImage and scissorImage in the same way.

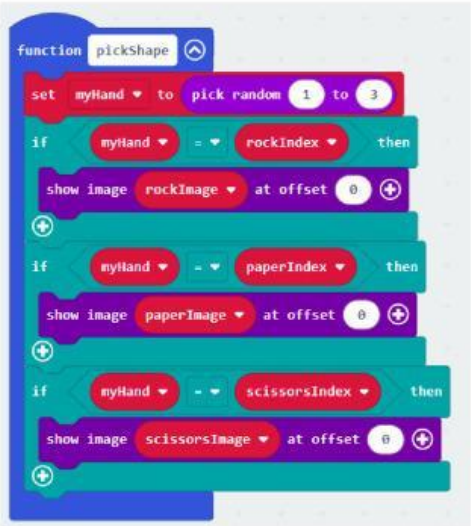


❖ After that, let's create a function as pickShape.

LIVEWORKSHEETS

- Drag a set myHand to block into it and drag a pick random block in math into it.
- Give its value as 1 and 3.
- After that drag an if block.
- Drag the code with the equal sign into the code that is true.
- Add myHand and rockIndex variable in it.
- Drag the show image block in Images to it.
- Name its variable as rockImage.

- Create code for paperIndex and scissorsIndex as above.



- After creating it, drag an on shake block in the input.
- Drag the call pickShape code into it.

LIVEWORKSHEETS

❖ Now let's play the rock paper scissor game we created.

LIVEWORKSHEETS