

Project 122



Coding School

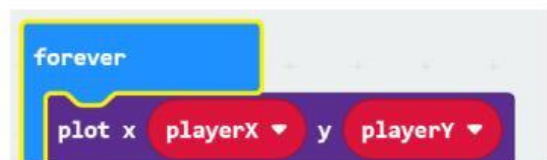


Start Here

- ❖ Let's set up a game to be played when the Micro bit board 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.



- ❖ Drag a Forever block.
- ❖ The bulb should be lit in the respective position so that the assigning value in the playerX variable is X and the assigning value is Y in the playerY variable. For that, let's prepare the code as follows



- ❖ When the micro bit board 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.



- ❖ 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.

