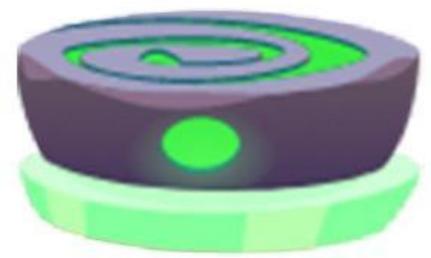


Project 130



Coding School



micro:bit

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- ❖ 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.

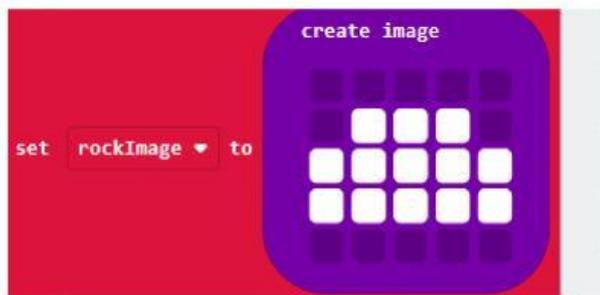


- ❖ After that, drag the on start button.
- ❖ Drag the set rockIndex to block into it.
- ❖ Two more such blocks are needed, so let's duplicate it and change it as follows.

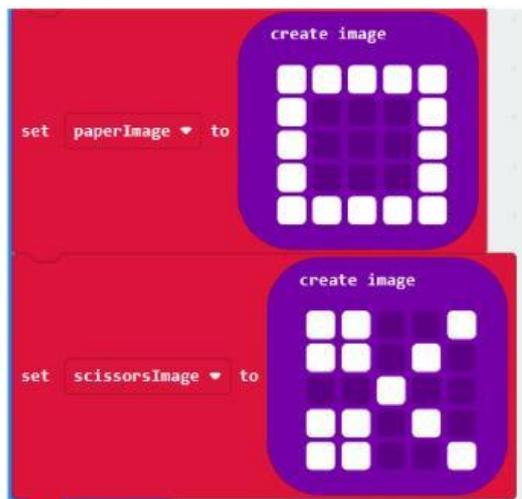
- ❖ Right click on the corresponding block to duplicate it.



- ❖ 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.

- ❖ 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.

```

set myHand to pick random 1 to 3
if myHand = rockIndex then
  show image rockImage at offset 0

```

- ❖ Create code for paperIndex and scissorsIndex as above.

```

function pickShape
  set myHand to pick random 1 to 3
  if myHand = rockIndex then
    show image rockImage at offset 0
  if myHand = paperIndex then
    show image paperImage at offset 0
  if myHand = scissorsIndex then
    show image scissorsImage at offset 0

```

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



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