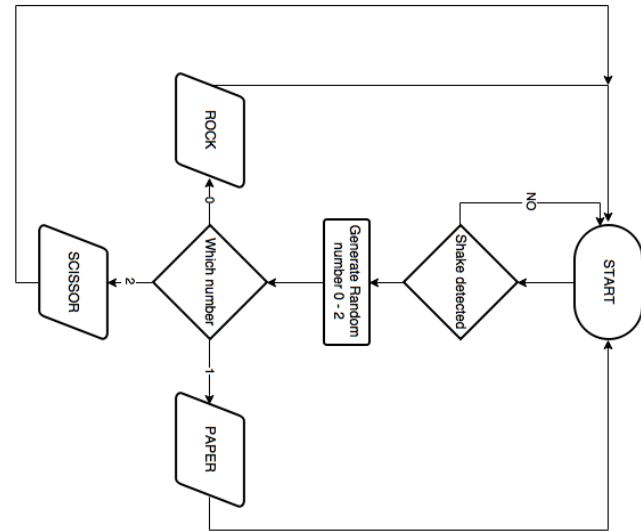


Micro:bit Project Sheet 14

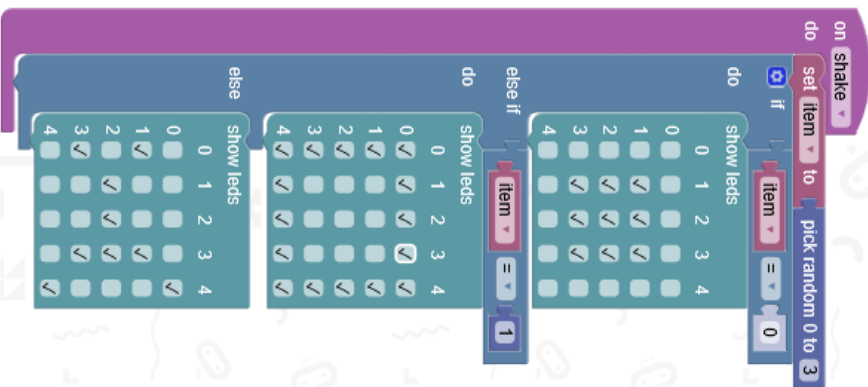
Success Criteria

- Develop a simple Rock, Paper, Scissors game
- To compare Python with Block editing

Design



Block Code



µPython

```

# Create the images
rock = Image("00000:"
             "09990:"
             "09990:"
             "09990:"
             "00000")

paper = Image("99999:"
             "90009:"
             "90009:"
             "90009:"
             "99999")

scissors=Image("00009:"
              "90090:"
              "09990:"
              "90090:"
              "00009")

while True:
    #while shaking
    if accelerometer.is_gesture("shake"):
        display.clear()
        choice = random.randint(0,2)
        if choice == 0:
            display.show(rock)
        elif choice == 1:
            display.show(paper)
        else:
            display.show(scissors)
  
```

Testing

- When shaken does an image display
- Is the choice of image reasonably random

Notes

Why not extend this to Rock, Paper Scissors, Lizard, Spock (See Big Bang Theory)