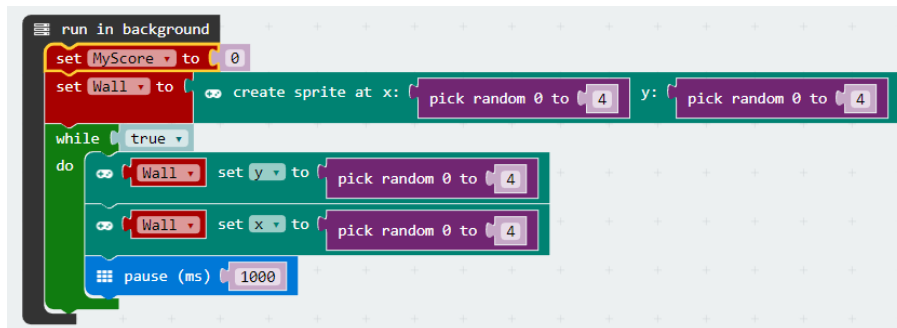


# Micro:bit Project Sheet 33

## Success Criteria

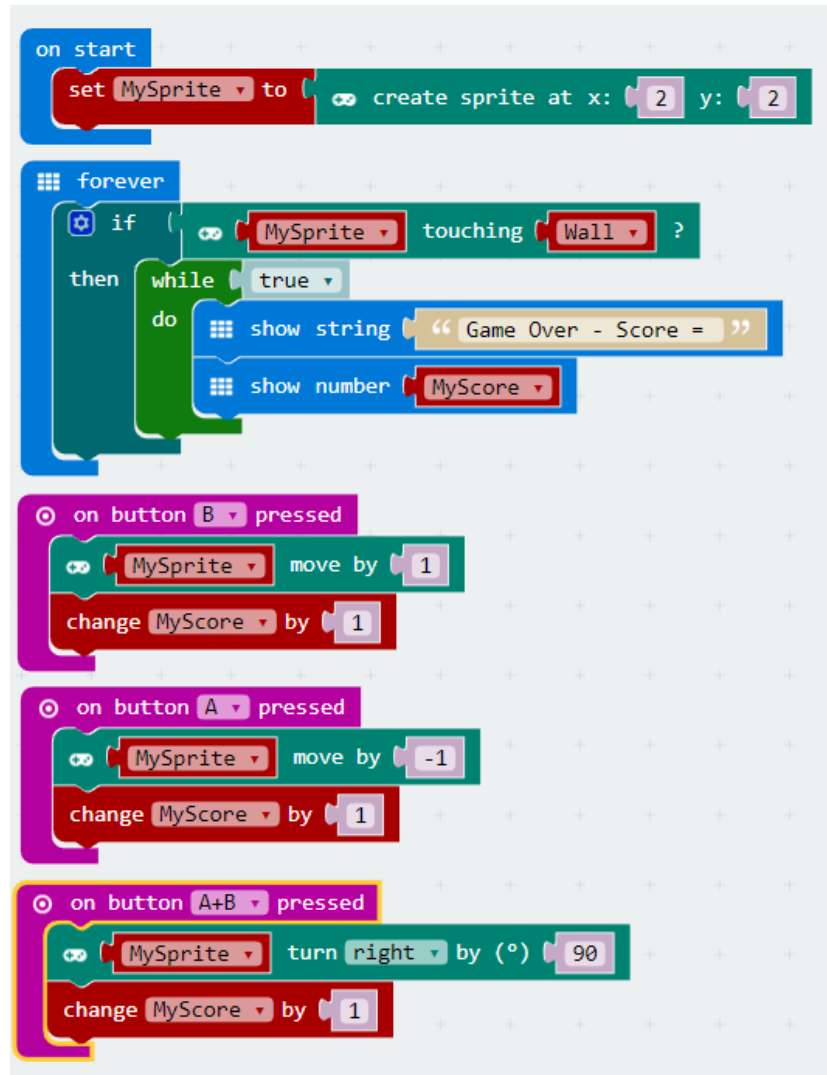
- Be able to move a sprite left/right/up/down
- Avoid the “bomb”
- Gain a point every time you move
- Bomb randomly strikes

## Background Code



```
run in background
set MyScore to 0
set Wall to create sprite at x: pick random 0 to 4 y: pick random 0 to 4
while true
do
  Wall set y to pick random 0 to 4
  Wall set x to pick random 0 to 4
  pause (ms) 1000
```

## Main Code PXT



```
on start
  set MySprite to create sprite at x: 2 y: 2

forever
  if MySprite touching Wall ?
  then
    while true
    do
      show string "Game Over - Score = "
      show number MyScore

on button B pressed
  MySprite move by 1
  change MyScore by 1

on button A pressed
  MySprite move by -1
  change MyScore by 1

on button A+B pressed
  MySprite turn right by (°) 90
  change MyScore by 1
```

## Testing

- A to move left
- B to move right
- A+B to rotate (giving up and down)

## Notes

This is meant to simulate a simple pre-8 bit style game a space ship (you) starts in the centre of the known galaxy (the screen) and can move left/right/up/down

You are being targeted by an alien force who keeps deploying mines. If you hit a mine you die. You gain a point for every move you make without hitting the mine.