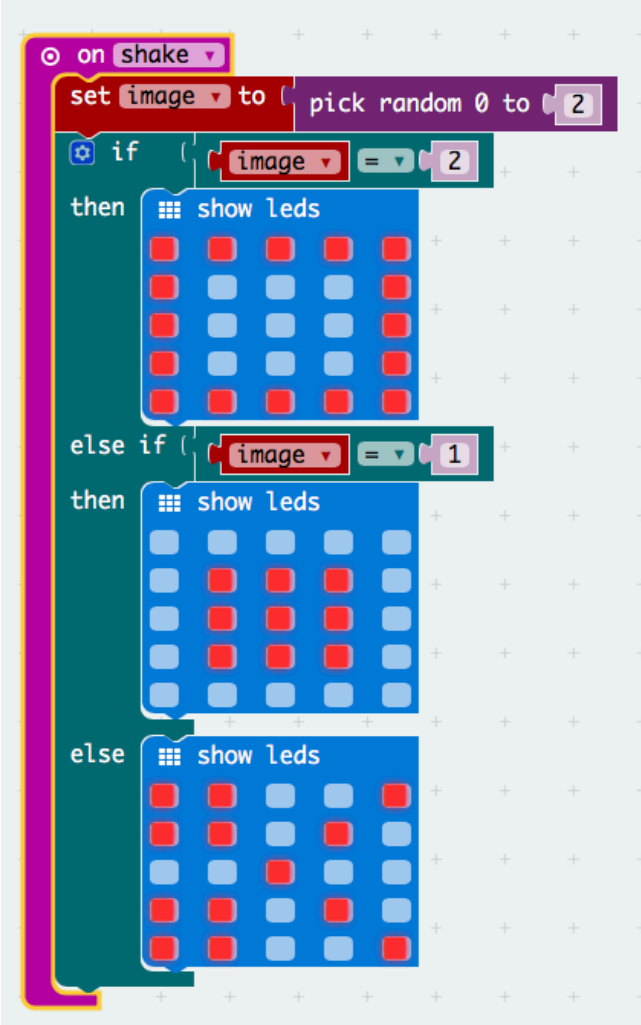
Rock, Paper, Scissors Game

We're going to program your microbit to play a game of Rock, Paper, Scissors.



The first thing to decide is when to start the game. When I play, I raise my fist 3 times and then reveal my weapon. So why not do it on a shake?

Next the microbit has to choose Rock, Paper or Scissors. So we want it to choose 1 of 3 options. We don't want it to be something we can guess, so it has to be random. How can we do that? We'll need to store that value.

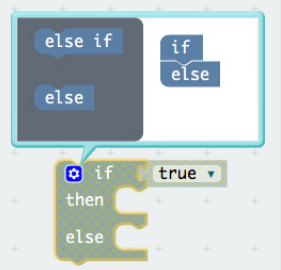
Did you know?

Computers count from 0. So a list of 3 items is actually, [0, 1, 2]. So that's why we put the maxium number in the random method as 2.

Once we have that value we need to tell the microbit to display the correct weapon, so'll we'll have to code some kind of logic in order to show different shapes, for different values, on the display.

Did you know?

Select the cog icon to make neater 'if else' blocks. Drag the blocks in the popup into the order you want. Click the cog when you're done.



Extra challenges:

Keep track of how many games you win, and how many the microbit wins.

- You'll need to store 2 values.
- You'll have to tell the microbit if you or it won.
- Each time you do that you'll have to set the score to itself plus 1.
- You'll need to have some way to ask the microbit to show the score.

Why don't you try?

You'll see doing the extra challenges means a lot of blocks. Why don't you try changing to the Javascript view and seeing if it would be easier to do in code?

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Extra challenges – one solution!