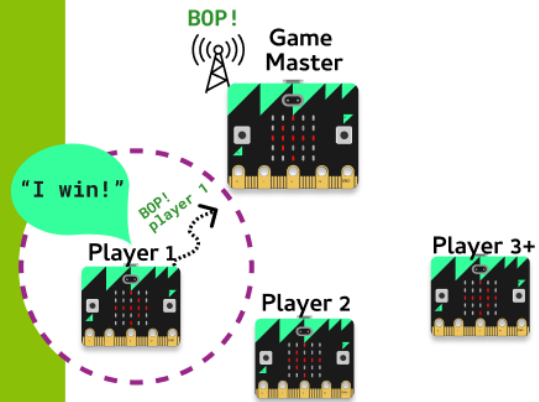


# Extension

## Bop It Battle! (Player Code)

Create a multiplayer game where you battle for each point with your friends!



### Task 1.1: Configure the Radio

We need to configure the radio to start off with

1. Go to the Grok Playground called **Bop It Battle (Player)**
2. At the top of your program, `import radio`.
3. After the target image is displayed, turn the radio on with `radio.on()`
4. Then configure the radio's channel with `radio.config(channel=100)`. Your room coordinator will tell you what number to use.

### Task 1.2: Ready, Set, Go!

Now, we're going to receive the action from the game master!

1. Find where you first set the `action` randomly. It should be above your `while` loop. `Comment` out this line!
2. Inside the game loop, change the `action` variable so it has the value of the incoming radio message.

#### Hint - Receiving messages

You can receive messages via radio using:

```
incoming = radio.receive()
```

### Task 1.3: Run only once!

We're only competing for each individual point. So when we have a score of 1, the game should end.

1. Update the **while** loop so it only runs while **score** is equal to 0.

### Task 1.4: Send the winner!

Now, tell the game master you've won!

1. Outside the while loop, at the end of the program, send a message to the game master saying your name!

#### *Hint - Sending messages*

You can send messages via radio using:

```
radio.send("My message")
```

### ✓ CHECKPOINT ✓

**If you can tick all of these off you have finished this Extension:**

- ☐ You have the radio configured
- ☐ You receive the action from the game master
- ☐ You send your name to the game master when you have won a point