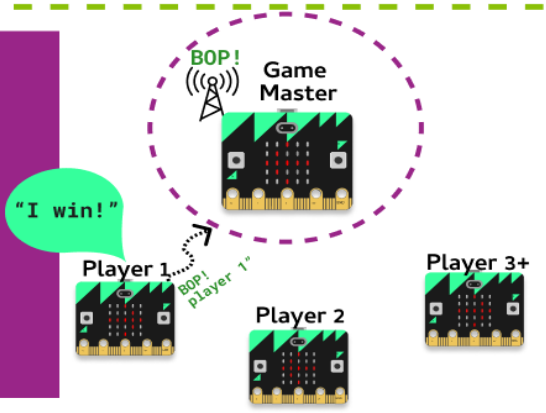
Extension

Bop It Battle!

(Game Master Code)

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



Task 1.1: Configure the Radio

We'll need to start a new file for our game master!

1. Go to the Grok Playground called **Bop It Battle (Game Master)**
2. At the top of your file, `import` the `micro:bit` and `radio` modules.
3. Turn the radio on with `radio.on()`.
4. Configure the radio to use the channel that the room coordinator gave you.

Task 1.2: Ready, Set, Go!

Let's set up the variables we need!

1. Create a variable called `winner`, and set it to `None`.
2. Constantly scroll a message that says `"CHOOSE ACTION TO START"`.
3. Make sure your message has a wait of `False`.

Task 1.3: Game loop!

Now, let's set up the game loop!

1. Create a `while` loop that continually loops until `winner` is not equal to `None`.
2. Inside the `while` loop, set `winner` to be the incoming radio message.
3. Outside the `while` loop, at the end of your code, `scroll` who won the game continuously!

Task 1.4: Choose your move!

Now, we need to choose our move and send it to the players!

1. Inside the `while` loop, check to see `if` `button_a` was pressed.
2. If it was, show a left arrow, and send a radio message saying `"button a"`.
3. Create another if statement that checks `if` `button_b` was pressed.
4. If it was, show a right arrow and send a radio message saying `"button b"`.

Task 1.5: Testing time!

Try playing a game with your game master!

1. Test your Game Master! Which player won?

☑ CHECKPOINT ☑

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

☐ You have configured your radio using the channel number the room coordinator gave you.

☐ Your radio sends a message of “button a” when button_a was pressed.

☐ Your radio sends a message of “button b” when button_b was pressed.

☐ When there is a winner, their name is displayed!