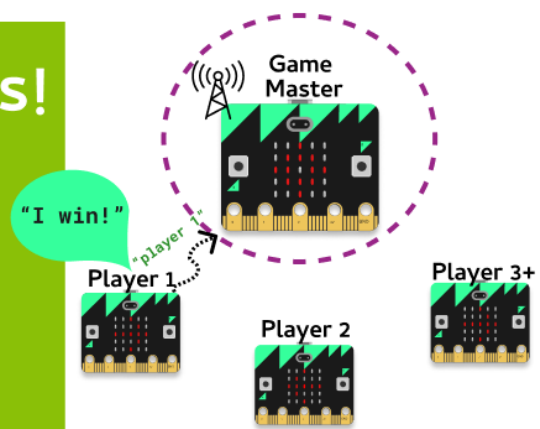


## Extension

### Race your friends! (Player Code)

Change your game to talk to the Game Master. To start and finish the game!

Win the game if you're the first to 10 points!



#### Task 1.1: Configure the Radio

We need to configure the radio to start off with

1. Go to the Grok Playground called **Race Your Friends (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!

Make the micro:bit wait until it's been told to start!

1. Before your main game `while` loop, add a new `while` loop that waits for the radio incoming message `"start"`.
2. Inside the `while` loop, add a `pass` statement.

#### Hint - Radio Messages

You can read the message that the radio has received with the following code:

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

### Task 1.3: Game over!

**Send a message to the game master when you've reached 10 points!**

1. Update your main game while loop so it only runs if the score is less than 10.
2. At the end of your code, and outside of the main game while loop, send the player's name via the radio!

#### *Hint - Radio Send*

You can send a message using the radio with the following code:

```
radio.send("I 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.
- ☐ The game doesn't start until the game master says start!
- ☐ When you have reached 10 points, the player's name is sent to the game master.