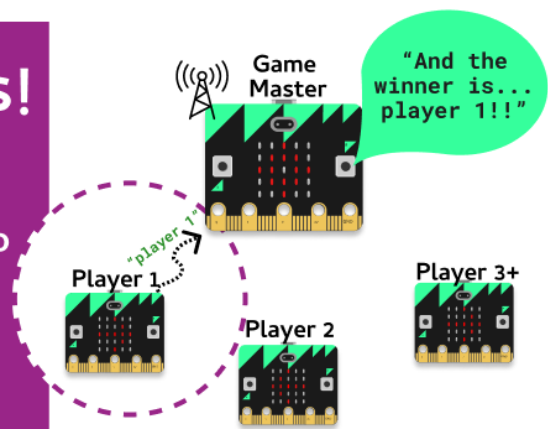


Extension

Race your friends! (Game Master Code)

Talk to the player Micro:Bits to start the game!

Wait till one of the players tells you they've got 10 points to announce the winner!



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 **Race Your Friends (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: Set up the game

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 **"PRESS A to Start"**.
3. Make sure your message has a wait of **False**.

Hint - Scrolling messages

To make a message scroll constantly, and have a wait of false, you can use the following code:

```
display.scroll("Welcome to GPN", wait=False, loop=True)
```

Task 1.3: Start the game!

Send a message to the players when you're ready to start the game!

1. At the end of your code, create a while loop that keeps running while winner is equal to None.
2. Inside the **while** loop, add an **if** statement that checks to see if **button_a** was pressed.
3. If **button_a** was pressed, send a message using the radio with the message **"start"**.
4. Outside of the **if** statement, but still inside the **while** loop, set the value of **winner** to be the message the radio receives.

Task 1.4: Configure the Radio

Display the winner!

1. At the end of your code, **scroll** who the **winner** was continuously!

✓ 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 "start" when button_a is pressed.
- ☐ When there is a winner, their name is displayed!

★ BONUS 1.5: Images!

Our game master doesn't really do anything when it's waiting for a winner. Let's make it display some images!

1. In your code, just before when the **winner** variable is created, create a new list called **images**. Add as many images as you want in this, such as **Image.CHESSBOARD** and **Image.CHESSBOARD.invert()**.
2. Inside your **if** statement before the start radio message is sent, start displaying the images on repeat by using the following code:
`display.show(images, wait=False, loop=True)`