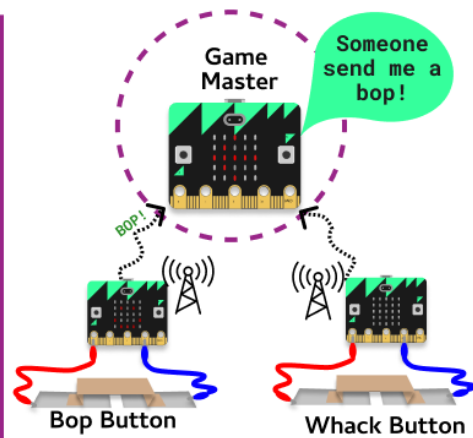


Extension

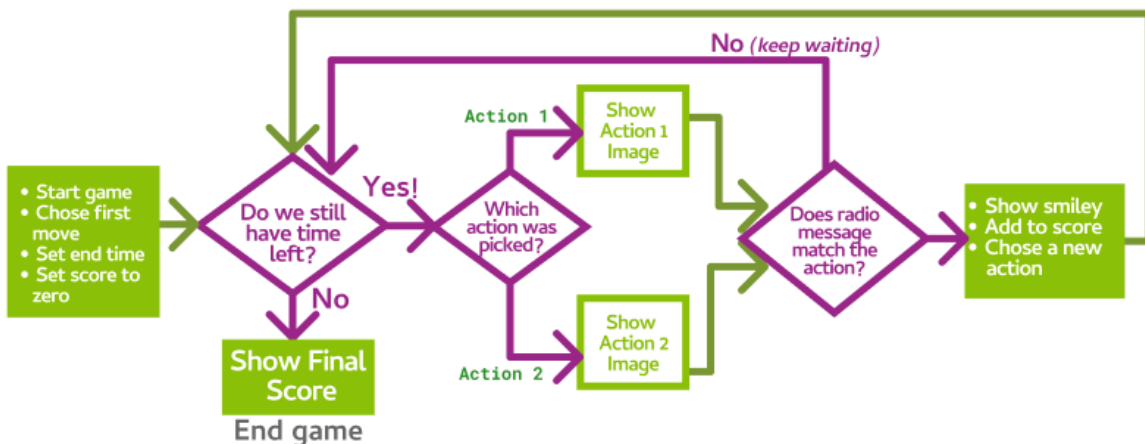
Co-op Bop! (Game Master Code)

Change your game to wait for radio messages to complete actions instead of button press!

Use this to make a room size bop it game to play as a team!



This new code will look a lot like your original game code!



Task 2.1: Configure the Radio

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

1. We need a new file, go to the Grok Playground called **Co Op Bop - Game Master**.
2. At the top of your file, **import** the `micro:bit`, `random` 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 2.1: Setting up the game

1. **Create a list of all the actions** you want to connect to your game.
You can add more buttons from your friends in here later!
2. Show the starting image
3. Create a score variable and set it to 0
4. Like in your first game, calculate the ending_time for the game using `running_time()`
5. Chose the first random action from the list, assign it to a variable called `action`

Task 2.2: Play the game!

1. Like your first game, create a **while** loop that keeps running until the finish time.
2. Create if statements to show the actions.
 - The if statement should check what the action is
 - Inside the if statement show the image you associate with that button
 - Make sure you have an if statement for every action in the list

Task 2.2: Checking for messages

We need to check if we've received a message about buttons presses!

1. Go to the place in the code after your if statements show the image.
2. Create a new if statement to check on incoming messages
 - The if statement should check if the current action is equal to `radio.receive()`
 - If it is, add to the score, show a smiley and chose a new action randomly.
3. Add an else statement to deal with the case that it is not a match.
 - If it doesn't match, use **continue** to loop again

Task 2.3: Game over!

1. After your loop add the code to scroll the final score. Time to give your game a go!

✓ CHECKPOINT ✓

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

- ☐ You have configured your radio channel with the number the tutor gave you
- ☐ Your game chooses actions which can be completed by radio button presses