Quick Reaction Game

Today you will make a quick reaction game. There are a few things you should know:

1. You **should** work with a partner, but you can work by yourself if there is enough equipment
2. The instructions tell you to use Python 3 IDLE. You can use Thonny IDE instead if you'd rather. They work the same way.
3. The game uses slightly different libraries than we did, but they work the same way.
4. The game turns the light on to show that it's working and you have to click the button as soon as it goes off.
5. The person who clicks their button first wins.

If you use the big buttons, you need to connect them across the valley, like this:
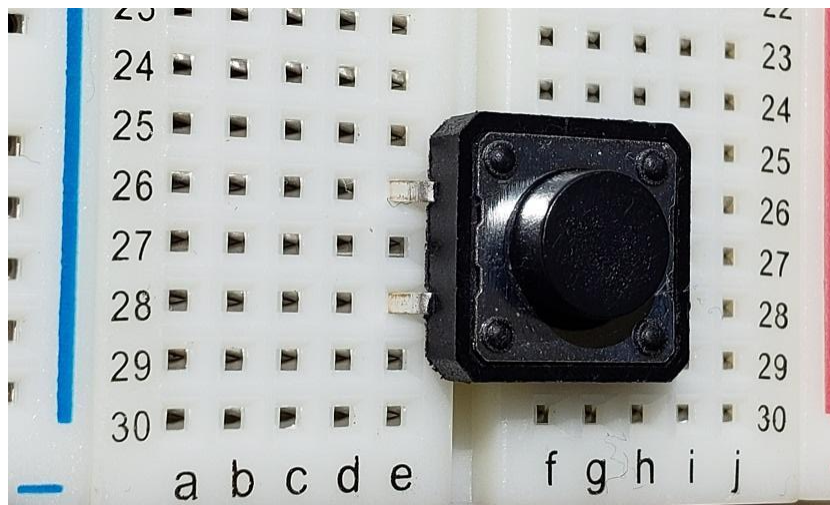
The legs of the buttons should point to the numbers

The diagram in the assignment is **ROTATED LEFT**. The GPIO pins on your Raspberry Pi should be at the top and the keyboard and mouse should come out the right-hand side.
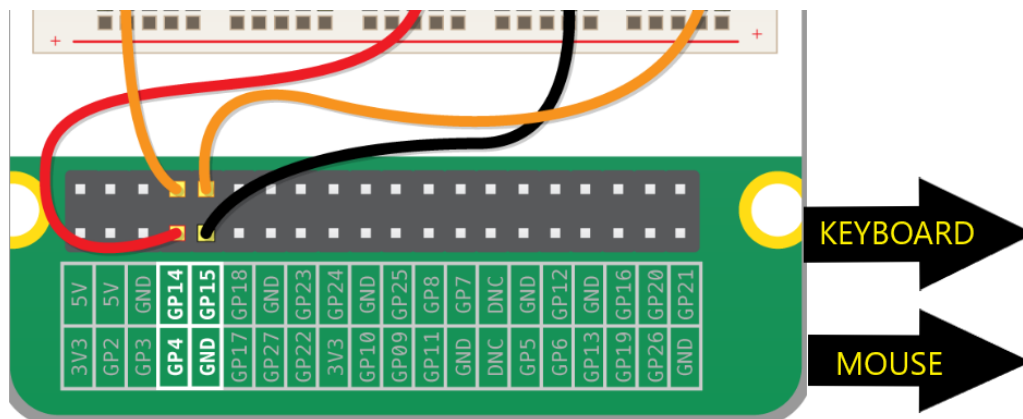
<u>When you have completed the game,</u> **show Mr. Mosiman.**

The basic game will only earn you 80%

<u>Each of the following will add 10% to your grade</u>:   (make the game your own)
1. Only display the ***first*** person to click the button (the default doesn't do this)
2. Store and display a "fastest time" so that people can test their reflexes against the best
3. Make the game best out of three (keep score and show first winner of 2 games)
4. Add a third player
5. Add one LED for each player that has a 50% chance of turning on and tells them if they should click. If the light doesn't come on and the player clicks anyway, they lose.
6. **some other feature you come up with on your own.**

Follow the instructions from this link to create the game:

https://projects.raspberrypi.org/en/projects/python-quick-reaction-game