



Micro:bit Tamagotchi Guessing Game



In this activity, you will create the Tamagotchi guessing game on the micro:bit. The player will try to outsmart the Tamagotchi by picking the right button!

Import the random library & set the Tamagotchi and Player scores to zero

Use selection inside a conditional while loop to find a winner.

Use selection to display who wins the game

Tamagotchi Guessing Game

```
1 # Imports go at the top
2 from microbit import *
3 import random
4 tamagotchiScore = 0
5 playerScore = 0
6
7 # while True loop enables the game to loop back through the Tamagotchi logic
8 while True:
9     #Display Guess - your tamagotchi wants to play a game with you!
10    display.scroll('Guess')
11    #the tamagotchi pet uses the random library to guess
12    guess = random.randint(1,2)
13    if button_a.was_pressed():
14        display.scroll('A')
15        #simple check to see who wins the round!
16        if guess == 1:
17            playerScore = playerScore + 1
18            display.scroll(':(')
19        else:
20            tamagotchiScore = tamagotchiScore + 1
21            display.scroll(':)')
22    if button_b.was_pressed():
23        display.scroll('B')
24        #simple check to see who wins the round
25        if guess == 1:
26            playerScore = playerScore + 1
27            display.scroll(':(')
28        else:
29            tamagotchiScore = tamagotchiScore + 1
30            display.scroll(':)')
31    #Display a message explaining who has won
32    if playerScore == 3:
33        display.scroll('You Win!')
34    if tamagotchiScore == 3:
35        display.scroll('I win!')
```

Explorer Task Ideas

- Add a start up logo to make the player know they are playing with a pet
- Add sound effects, your Tamagotchi wants to have fun!
- Improve the code and make playing the Tamagotchi game fun!