

Recap of last week:

Last week, we programmed the game rock, paper, scissors and with the intention of playing vs Zumi. We generated a random move for Zumi and displayed the results on Zumi's LCD screen.

Today:

- 1.) Quiz. 15 min total. 10 minutes to take and 5 to review.
- 2.) Program more actions when Zumi loses or wins: (30-45 minutes)
 - A.) Display a happy face when Zumi wins
 - B.) Display a sad face when Zumi loses
 - C.) Come up with 5 text prompts for when Zumi wins. Create a function that selects a random one and displays it on the screen after a win
 - D.) Do the same for a loss
 - E.) Create a function that drives in a circle when Zumi wins to showboat
 - F.) Create a function that makes Zumi turn around, drive away all in curved pattern
- 3.) Refactor code for user validation: (10-15 minutes)
 - A.) Need to make sure the user types in a valid seed number
 - B.) Need to make sure the user types in a valid move (rock-paper-scissors)
- 4.) Build some test cases:
 - A.) Test if the determine winner is **working** correctly
- 5.) Extend the game to Rock, paper, scissors, lizard, spock (5 min)
- 6.) Go over the tutorial on Image Classification (30 min)
- 7.) Set up data collection for Zumi (15-20 min)