

Shaking_and_filling

1.Learning goal

In this course, we learn how to make Shaking_and_filling game.

2.Programming method

Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: <http://microbit.org/> to enter the programming interface. Add the Yahboom package

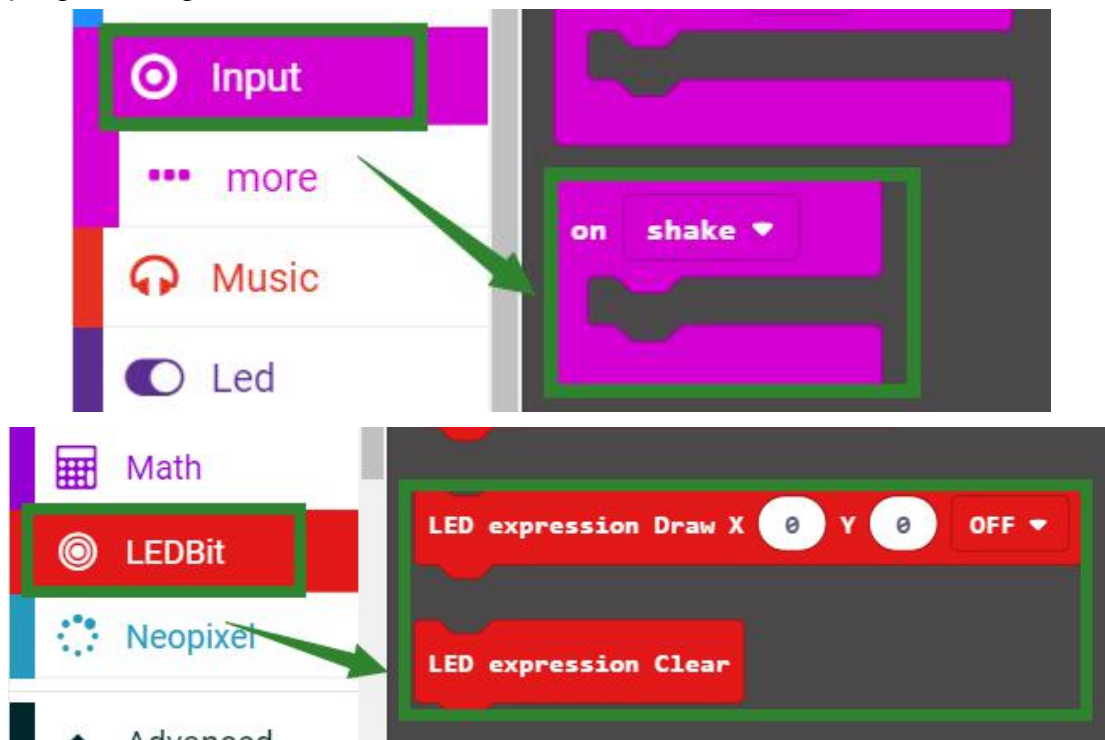
<https://github.com/lzty634158/LED-Bit> to program.

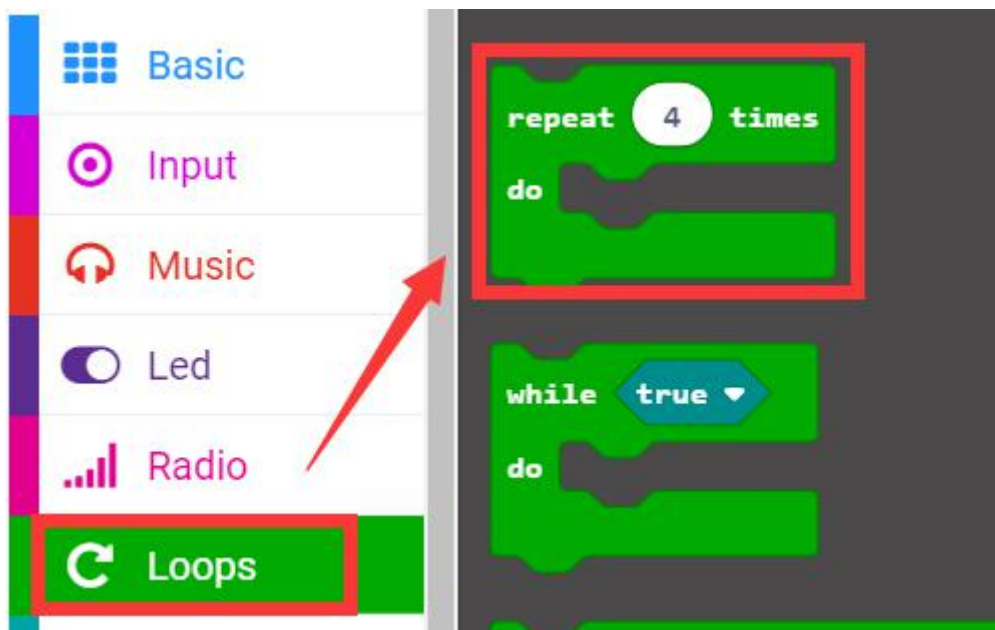
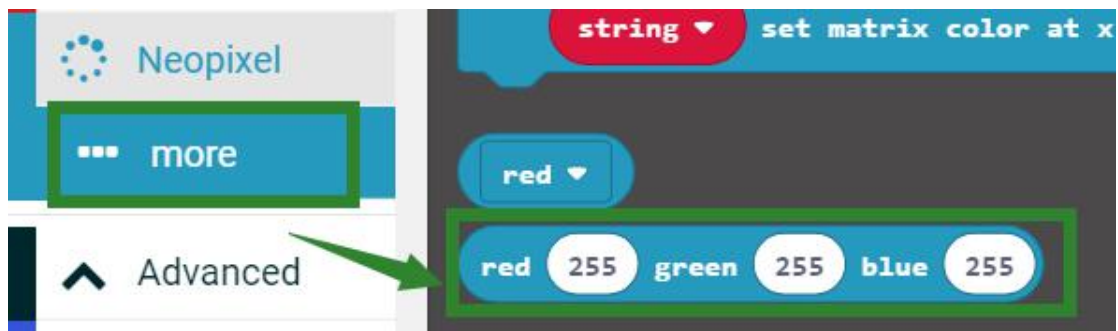
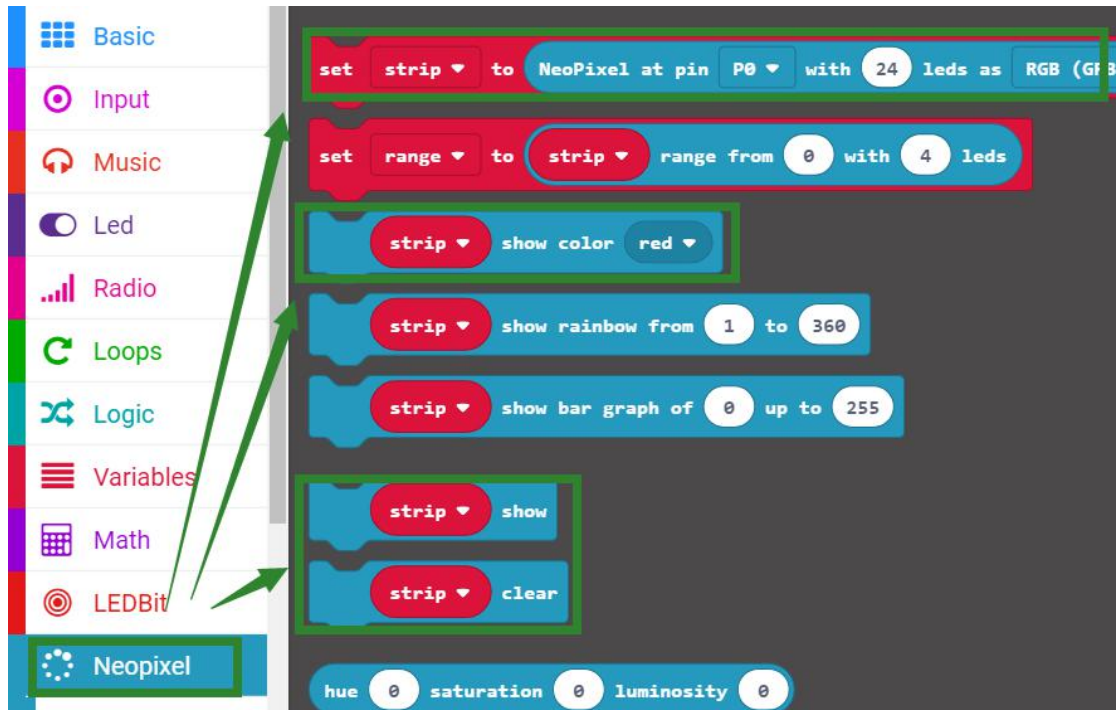
Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click 【New Project】 , add Yahboom package:

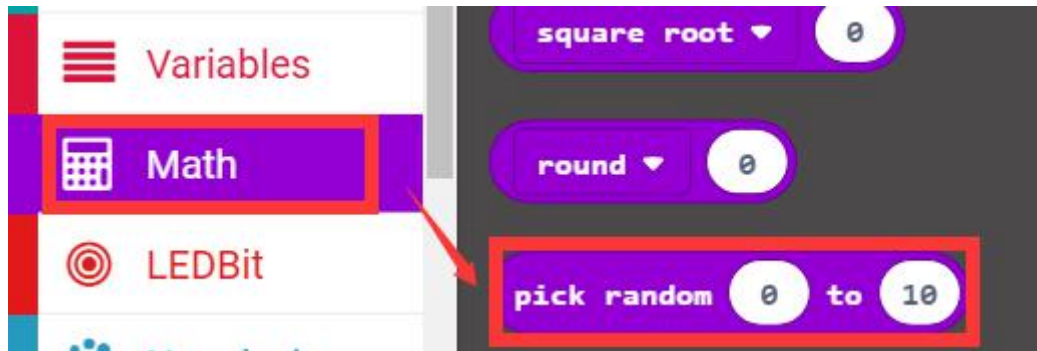
<https://github.com/lzty634158/LED-Bit> , you can program.

3.Looking for blocks

The following is the location of the building blocks required for this programming.



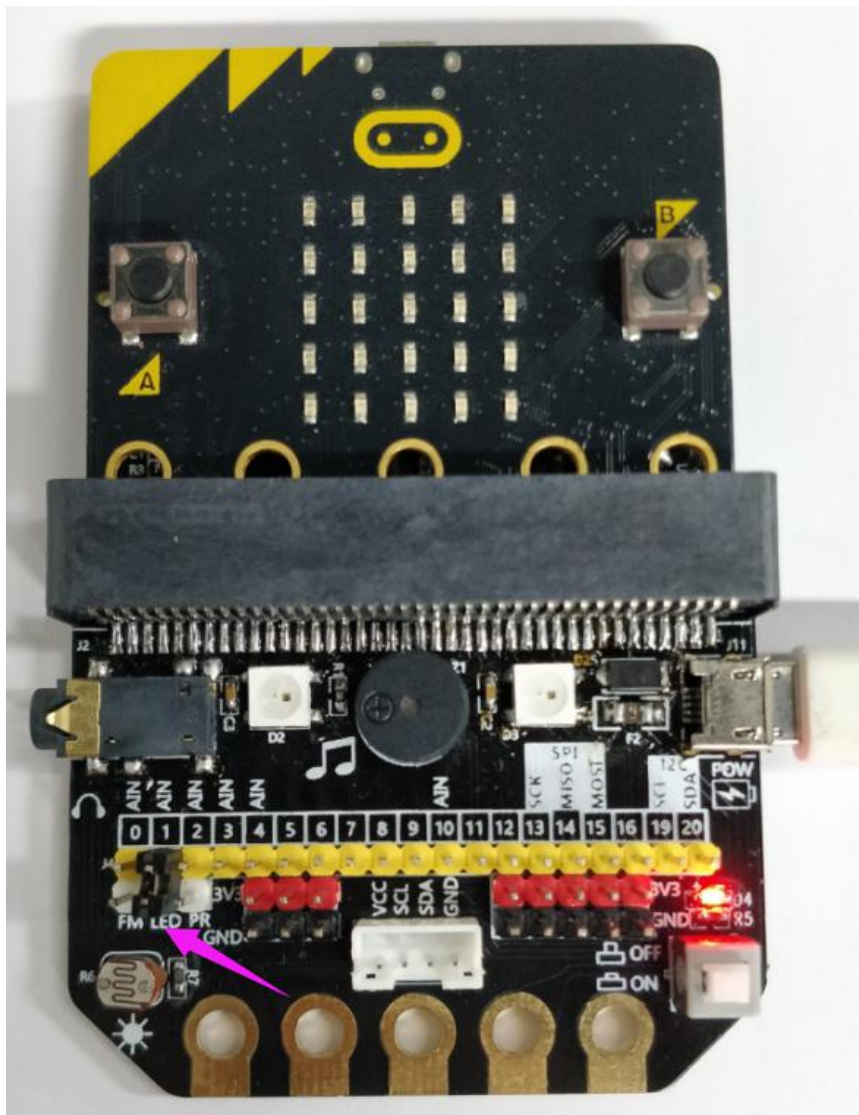




4. Combine building block

Please refer to the hex file for the procedure of this experiment.

Note: The jumper cap needs to be connected to the P1 and LED pins. As shown below.



5. Game rules

After the program is successfully downloaded,

The Micro:bit dot matrix will scroll and display "shaking". After the scrolling is

completed, the love pattern will be displayed.

Whenever we shake the micro:bit, the LED:bit will randomly illuminate some coordinate points, and the two programmable RGB lights on the Basic:bit expansion board will randomly change different colors.

!!!Note: There is no time limit for this game until the LED:bit dot matrix is lit full screen and the game will end.

If you need to restart the game, press the micro:bit reset button.