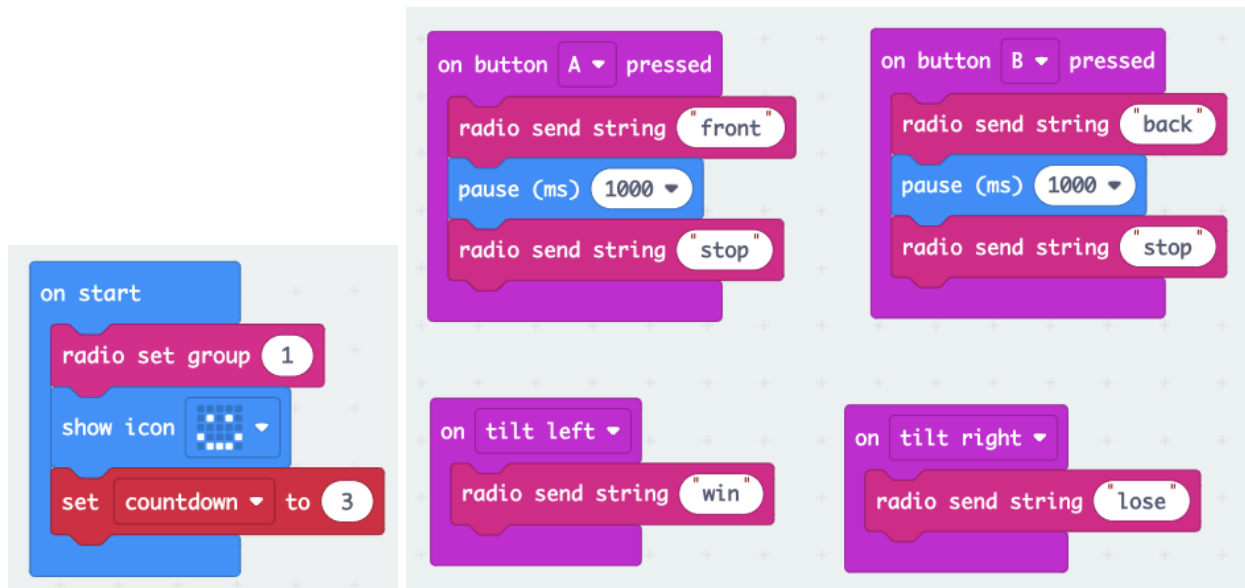


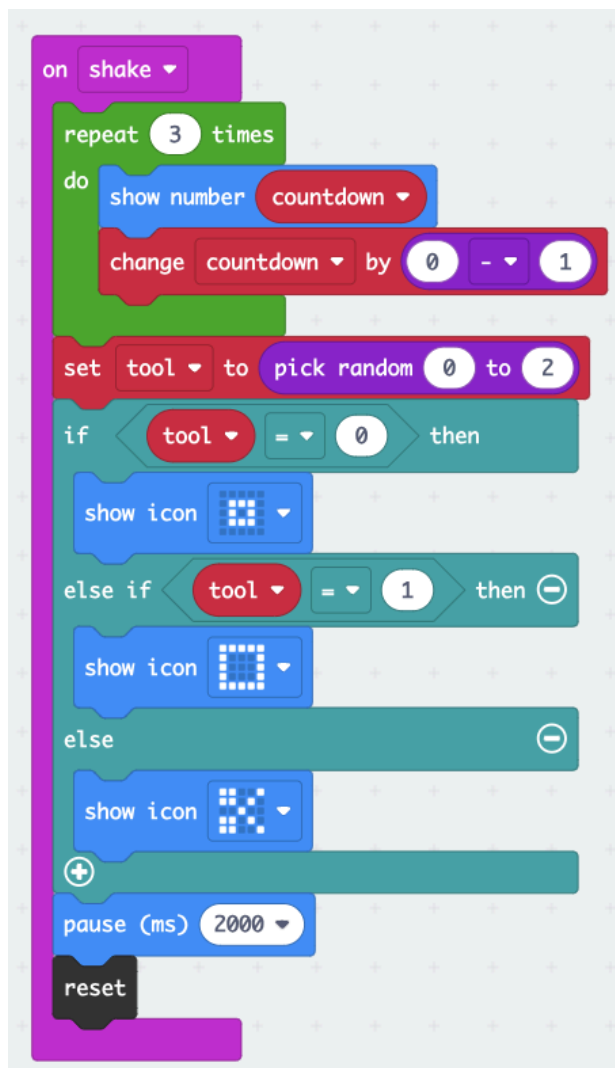
TASK 1: OTTOBOT

Ottobot remote control

1. Set the remote control radio group to __ . Set actions on buttons and tilt.



2. Rock paper scissors game



Ottobot robot body (on a separate microbit)

+ Extensions

1. ADD EXTENSION ROBOT BIT

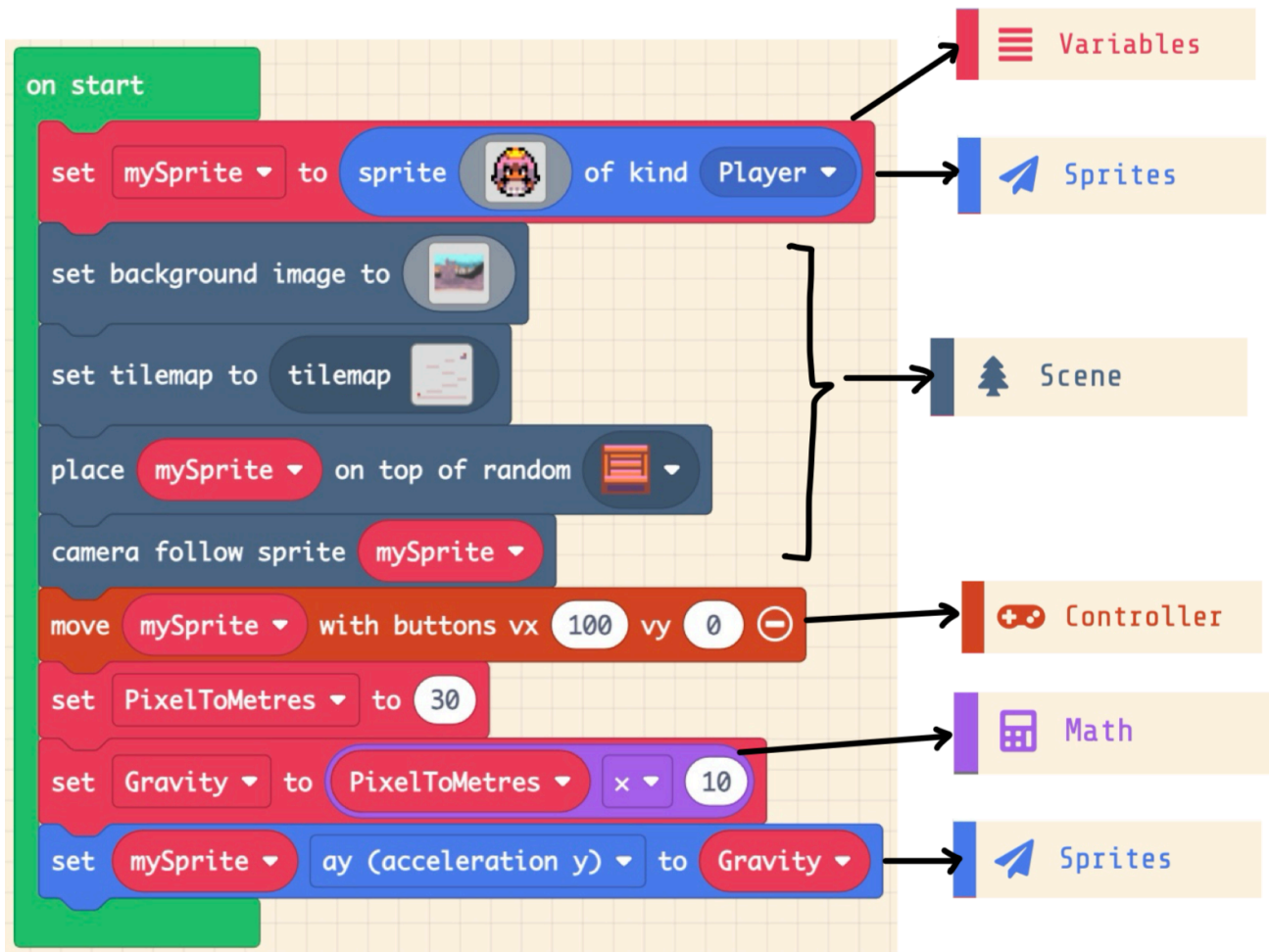
2. Set the robot radio group to __. Set robot actions, light and sound.

```
on start
  radio set group 1
  show icon
  set RGB to RGB
  set counter to 0
```

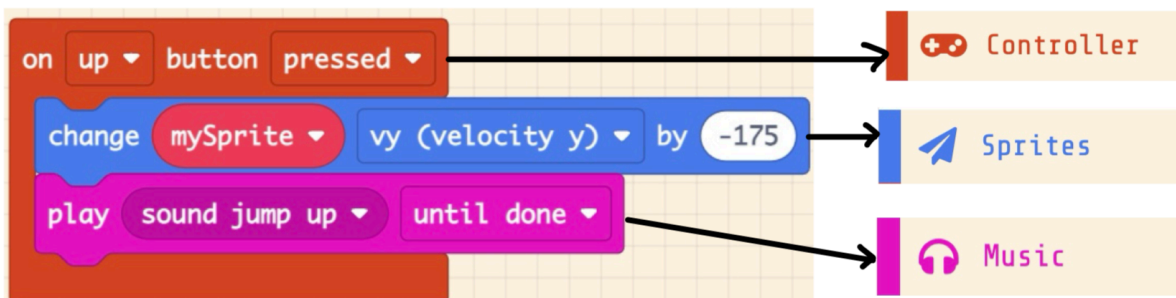
```
on radio received receivedString
  if receivedString = "win" then
    RGB show color green
    play melody power up until done
    change counter by 1
  +
  if receivedString = "lose" then
    RGB show color orange
    play melody power down until done
    change counter by -1
  +
  if receivedString = "front" then
    RGB show color red
    play melody jump up until done
    servo write pin P0 to 85
    servo write pin P1 to 95
  +
  if receivedString = "back" then
    RGB show color blue
    play melody jump up until done
    servo write pin P0 to 95
    servo write pin P1 to 85
  +
  if receivedString = "stop" then
    RGB show color purple
    play melody jump down until done
    servo write pin P0 to 90
    servo write pin P1 to 90
  +
```

Task 2: Platform Game

1. Set the beginning variables, sprites and scene.



2. When the up button is pressed, make the sprite jump.



3. If the sprite reaches the treasure chest, game over.

