

# Simon Game

This game is based on Simon:



A video with a demonstration of how the game works on the Microbit is here: <https://youtu.be/hKvySVK0CKg>

First, you will need to create two variables:

ans num

To start, pick a random number and display it:

```
on start
  set [num v] to [pick random (2) to (6)]
  show number [num v]
  set [ans v] to [0]
```

Each click of the A button displays a question mark and counts up by one:

```
on button [A v] pressed
  show string [? v]
  change [ans v] by [1]
```

The B button checks your answer:

```
on button [B v] pressed
  show number [ans v]
  if [ans v] = [num v] then
    show icon [checkmark v]
  else
    show icon [cross v]
```

The A+B Button makes a new question:

```
on button [A+B v] pressed
  set [num v] to [pick random (2) to (6)]
  show number [num v]
  set [ans v] to [0]
```

This is the same as the onStart event.

When you get it wrong (inside the ELSE in the B Button):

- Make it so it displays the right answer
- Then make it reset the ans variable to 0 so that you can try again.