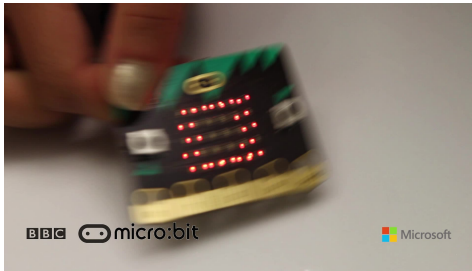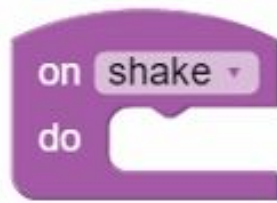# rock paper scissors activity

Welcome! This tutorial will help you create a game of rock paper scissors with the BBC micro:bit. Let's get started!

To create a new script, go to the **Create Code (https://www.microbit.co.uk/create-code)** page and tap *New Project* under **Touch Develop**.

We want the BBC micro:bit to choose rock, paper, or scissors when it is shaken. Let's begin by creating an on shake condition so the micro:bit will run code when it is shaken.
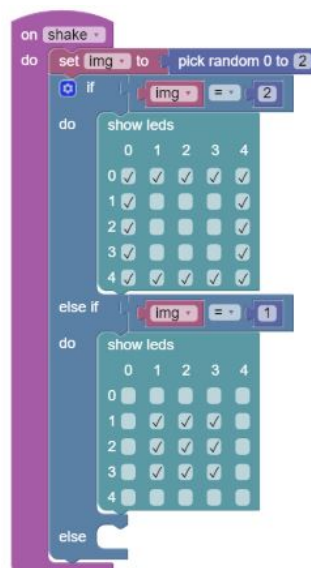

Next, create a variable and store pick random number from 0 to 2. On shake, a number will be randomly picked from 0-2. We will randomly display an image based on the random number returned.
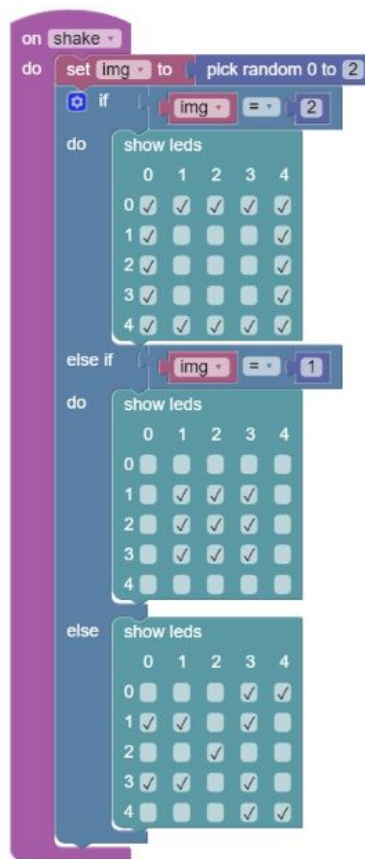

The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is equal to 2. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.

The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is equal to 1. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.

The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is not equal to 2 and not equal to 1. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.

Excellent, you're ready to continue with the **challenges (https://www.microbit.co.uk/blocks/lessons/rock-paper-scissors/challenges)** !

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