

Extension: More moves!

So far we've been using `button_a` and `button_b` as moves in our game! But that's a little easy. Let's make it more complicated with more move options!

Goal: Add the shake action to the Bop It! Game.

Task 1.1: A new action!

Let's set up our new action!

1. Add `"shake"` to the list of `actions` at the start of our program.

Task 1.2: Check that action!

Tell the player to make the shake action!

1. Add a new `if` statement to check if the chosen action is our new action (you can copy one of the `button_a` or `button_b if` statements)
2. Pick a new image that will tell the player to do the new action (like an up or down arrow).

Task 1.3: Shake it!

Now check to see if they shook it!

1. Add an `if` statement to check to see if the micro:bit was shaken!
2. If it was, remember to `show` a happy face and to increase the `score` by 1.

Hint - Shake Gesture

You can check to see if the micro:bit was shaken using the following code:

```
if accelerometer.was_gesture("shake") :  
    # do something
```

✓ CHECKPOINT ✓

If you can tick all of these off you have finished this Extension:

- ☐ You have added “shake” to the list of actions at the start of your code.
- ☐ When “shake” is picked a new image appears on the display.
- ☐ When the new action is picked and you do the right action, a happy face appears and you get a point added to the score.

★ BONUS 1.4: More actions!

Using the steps above, you can keep adding more actions!

Find some inspiration for different actions at

<https://bbcmicrobitmicropython.readthedocs.io/en/latest/tutorials/gestures.html>