Extension: That's the wrong button

At the moment, you can keep pressing buttons until you run out of time. Let's make it more realistic, and end the game instead!

Goal: If you press the wrong button, the turn will end.

Task 1.1: That's not Button A!

In our code we have an `if` statement to check if the right button is pressed inside the `if` statement that checks what the action is. We want to do something if we do the *wrong* action.

Let's start by changing the `"button a"` action.

1. Add an `elif` statement in between the `if` statement that checks whether we have pressed `button_a` and the `else` statement.

2. Make the new `elif` statement check whether we have pressed `button_b`.

3. In the new `elif` statement, add a `break`. `break` will end the game by exiting the `while` loop.

4. If you have any other actions, add another `elif` statement after the one you made to check if the player has done the action.

Task 1.2: Do it again!

Now we need to do the same thing for `button_b`, and any other actions!

1. Complete `Task 9.1` for each of the different `actions` your program has.

☑ CHECKPOINT ☑

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

☐ You have new elif statements that check if you have done the wrong action

☐ You have tried your game and done the wrong action and made sure that the game ends and you see your score

☐ You have tried doing the wrong action in a couple of different ways (doing button_a when you should have done button_b and the other way around)

☐ You have tried your game and made sure that if you do the right action, it still works