

# Case 06: The Bigfoot Monster

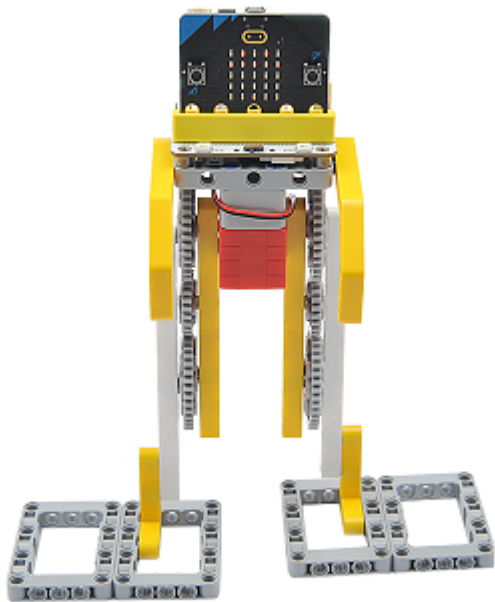
## Contents

- [8.1. Purpose](#)
- [8.2. Link:](#)
- [8.3. Materials Required](#)
- [8.4. Bricks build-up](#)
- [8.5. Hardware Connection](#)
- [8.6. Software Platform](#)
- [8.7. Coding](#)

## 8.1. Purpose

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To make a bigfoot monster.



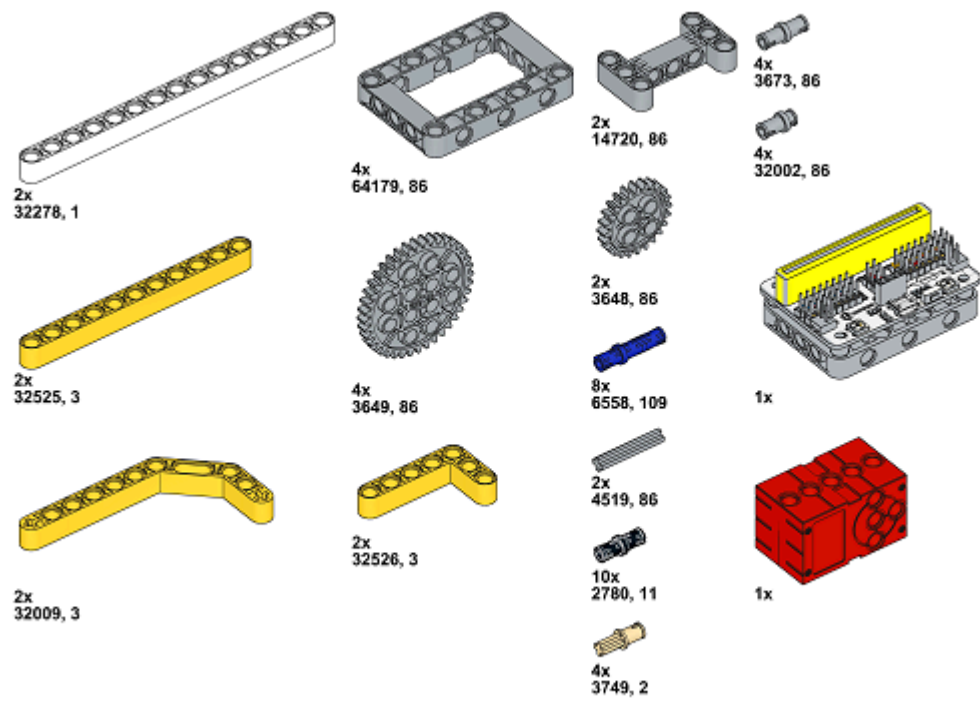
## 8.2. Link:

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[micro:bit Wonder Building Kit](#)

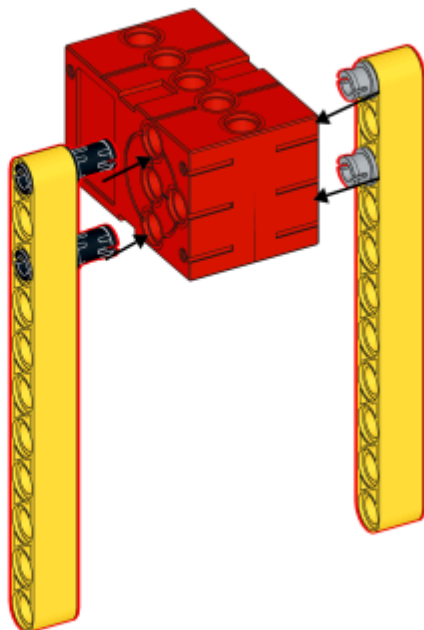
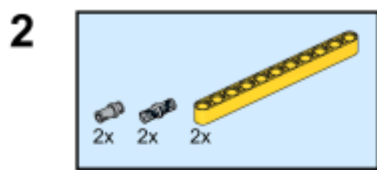
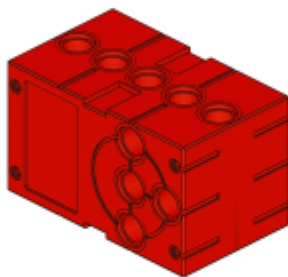
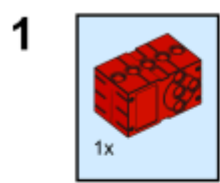
## 8.3. Materials Required

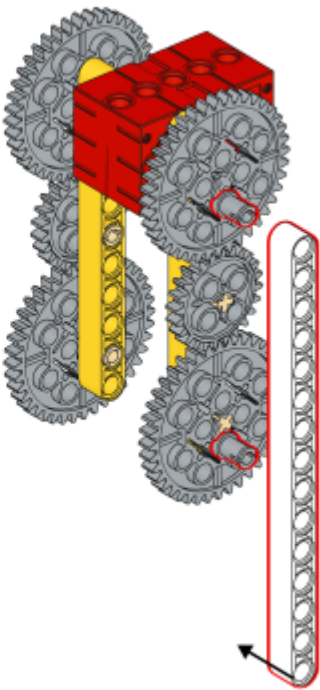
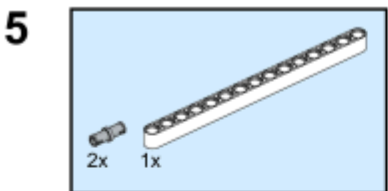
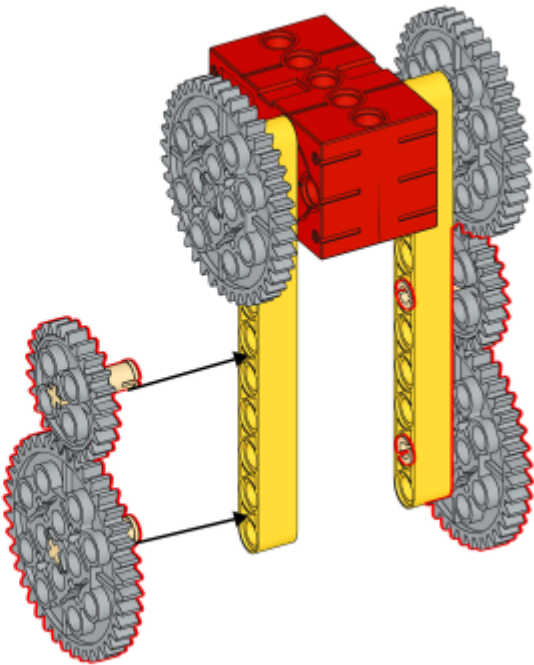
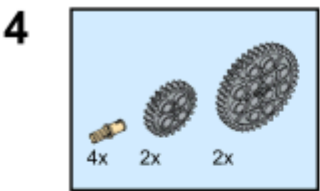
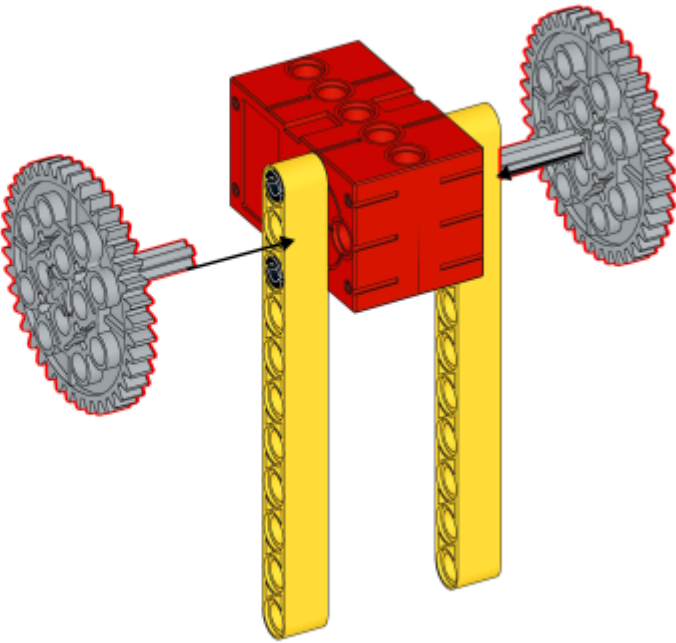
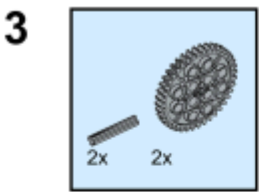
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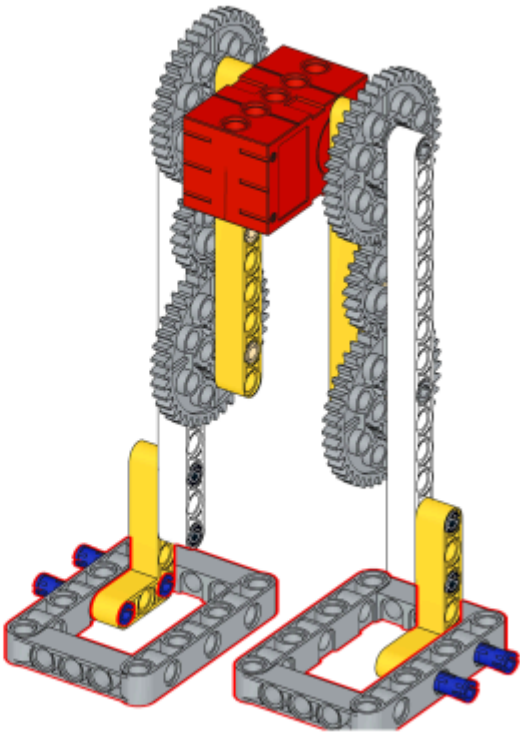
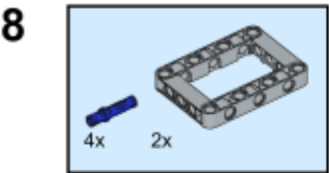
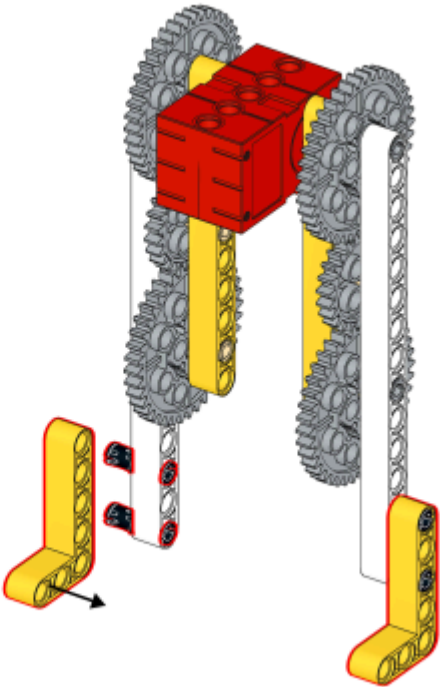
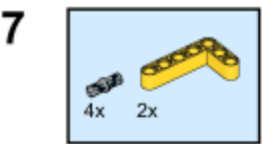
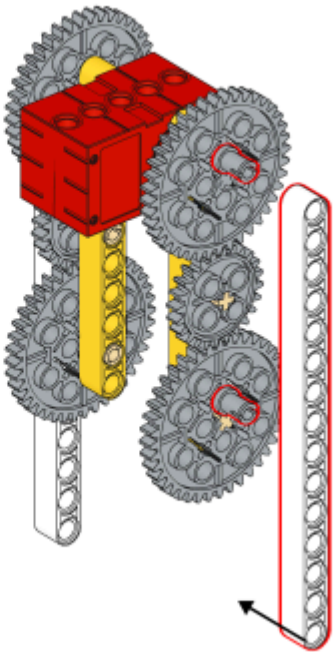
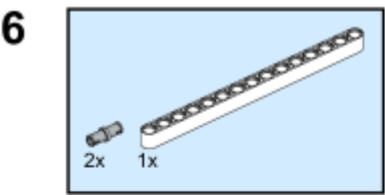


Video link: <https://youtu.be/ODPzpMuwe7I>

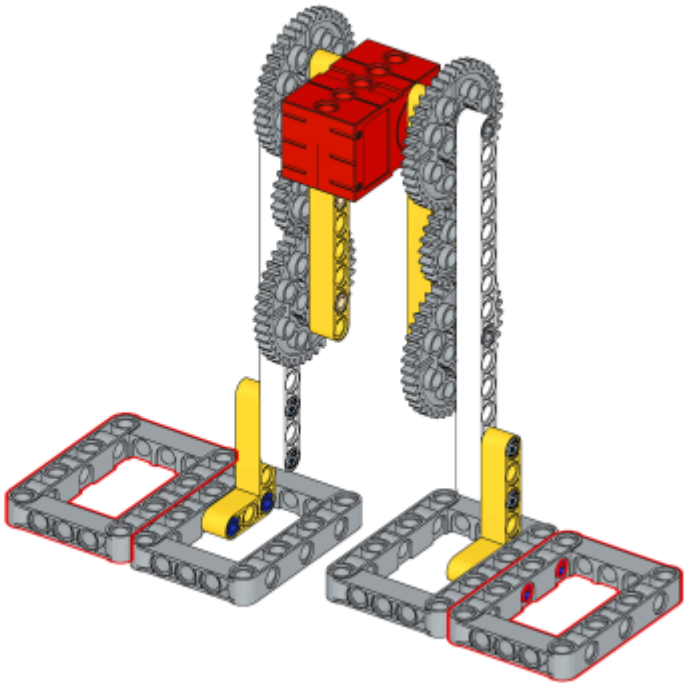
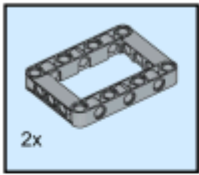
# 8.4. Bricks build-up



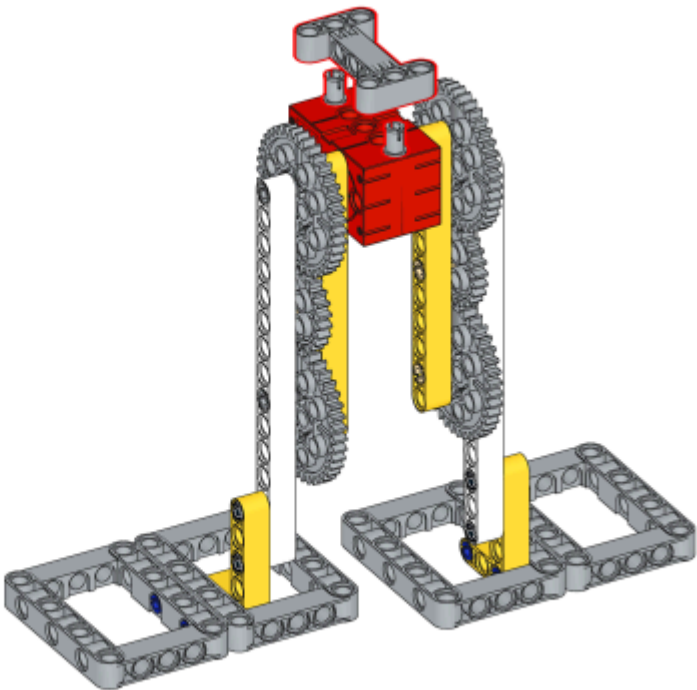
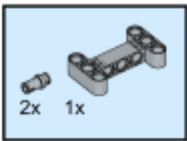




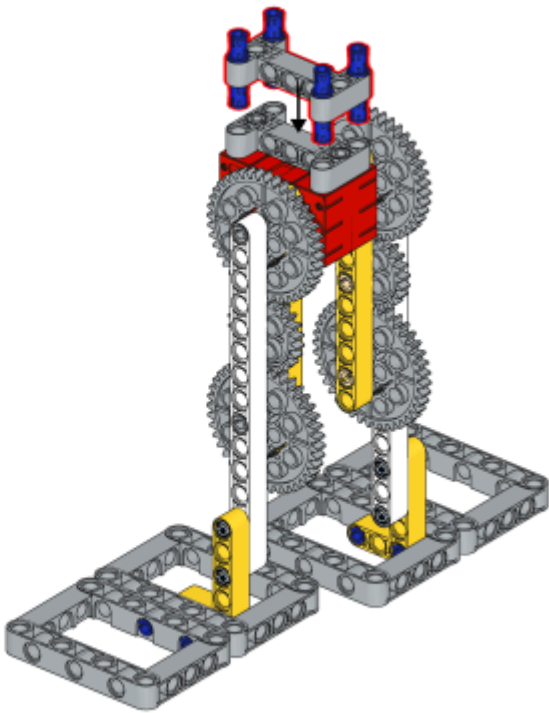
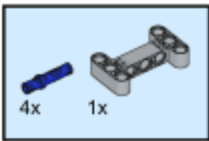
9



10

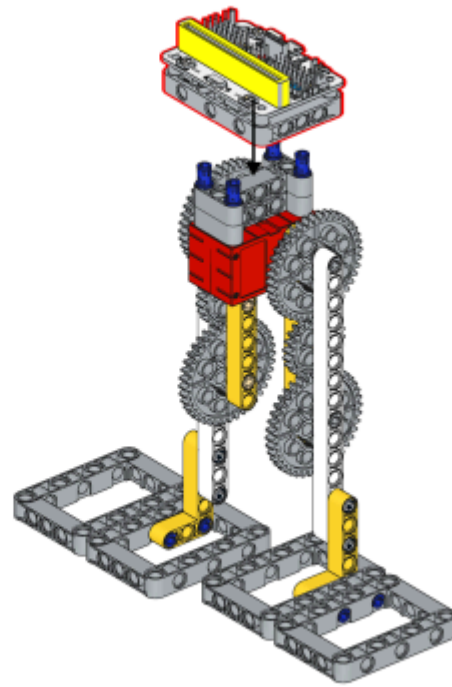
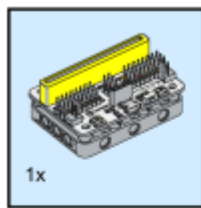


11

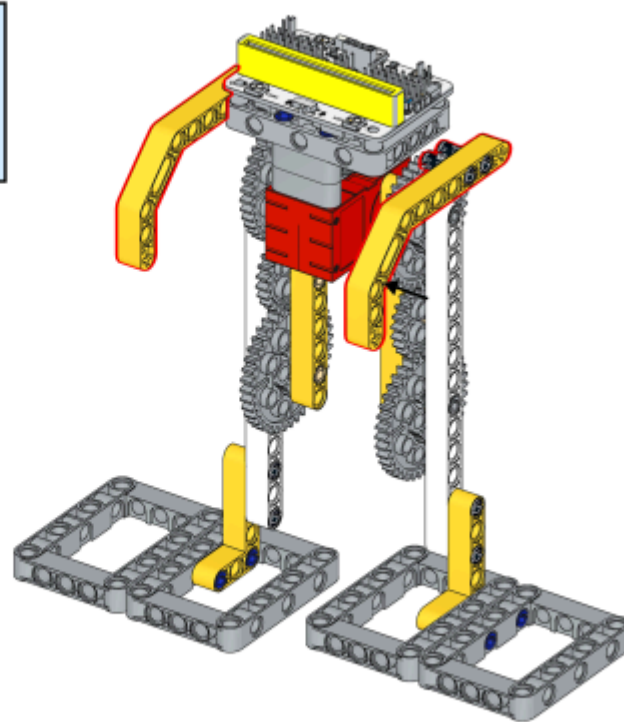
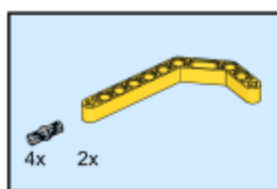




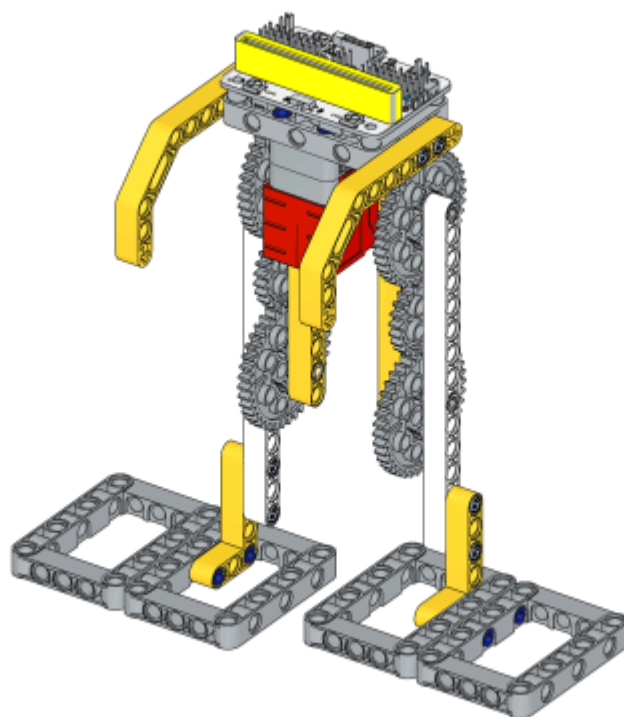
12



13

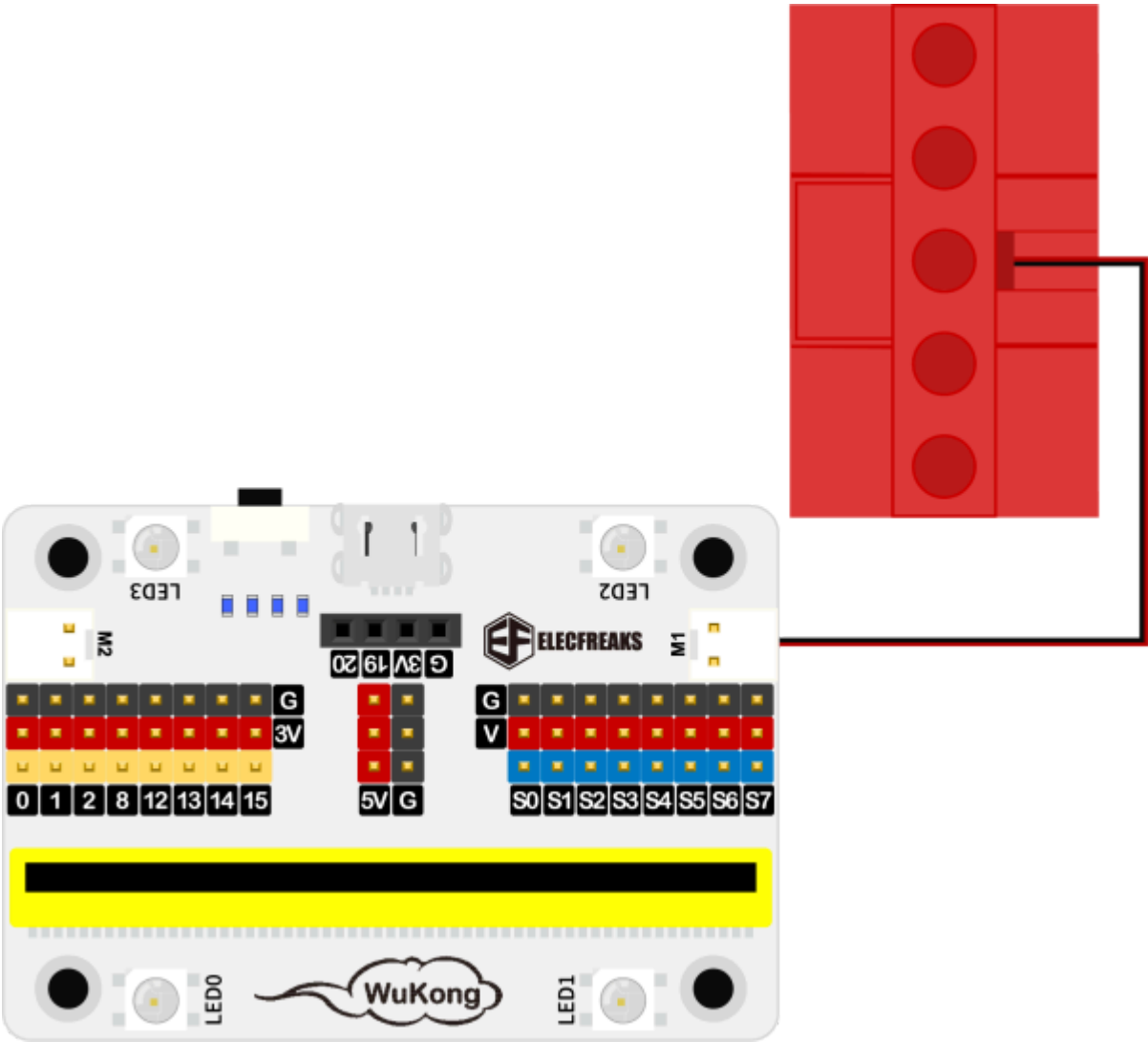


14



## 8.5. Hardware Connection

Connect a [motor](#) to M1 port on [Wukong breakout board](#).



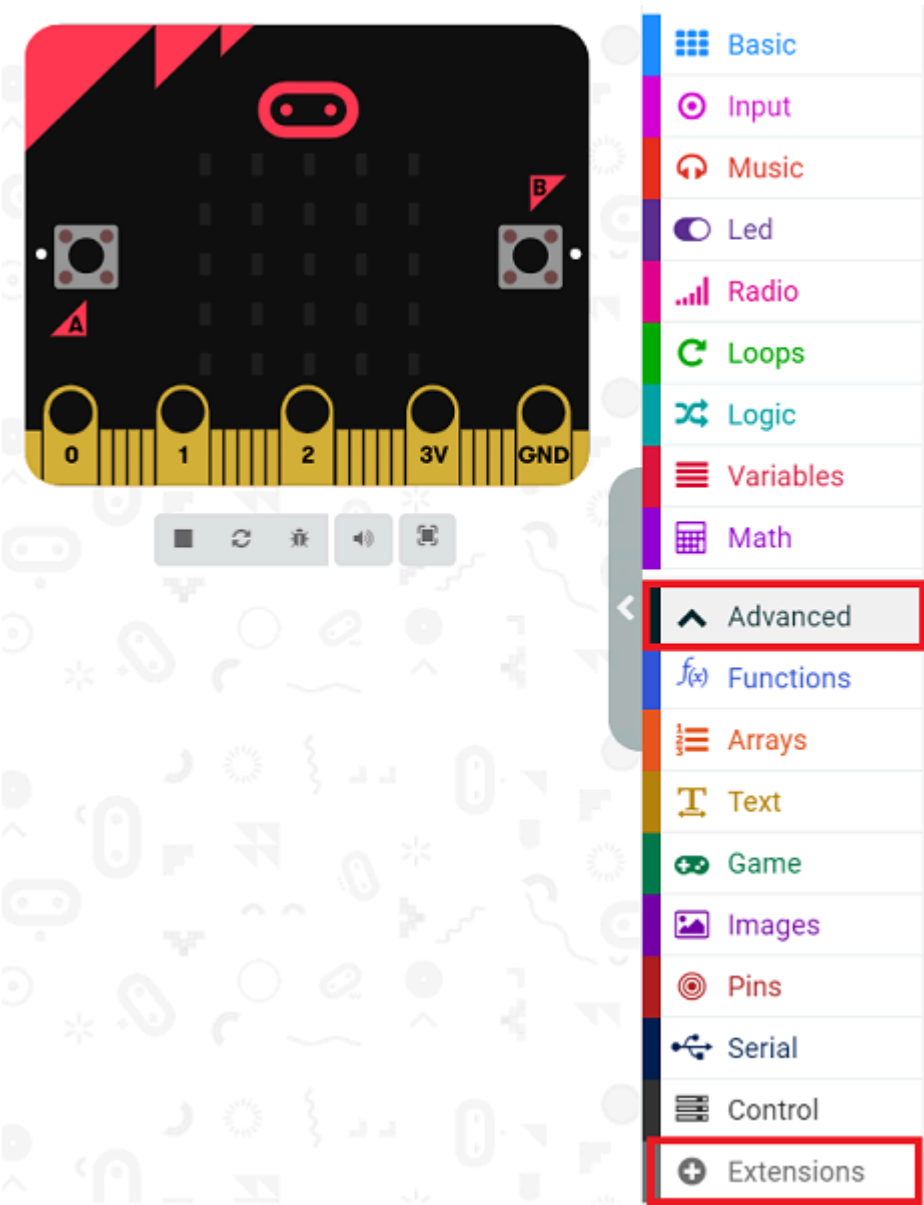
## 8.6. Software Platform

[MakeCode](#)

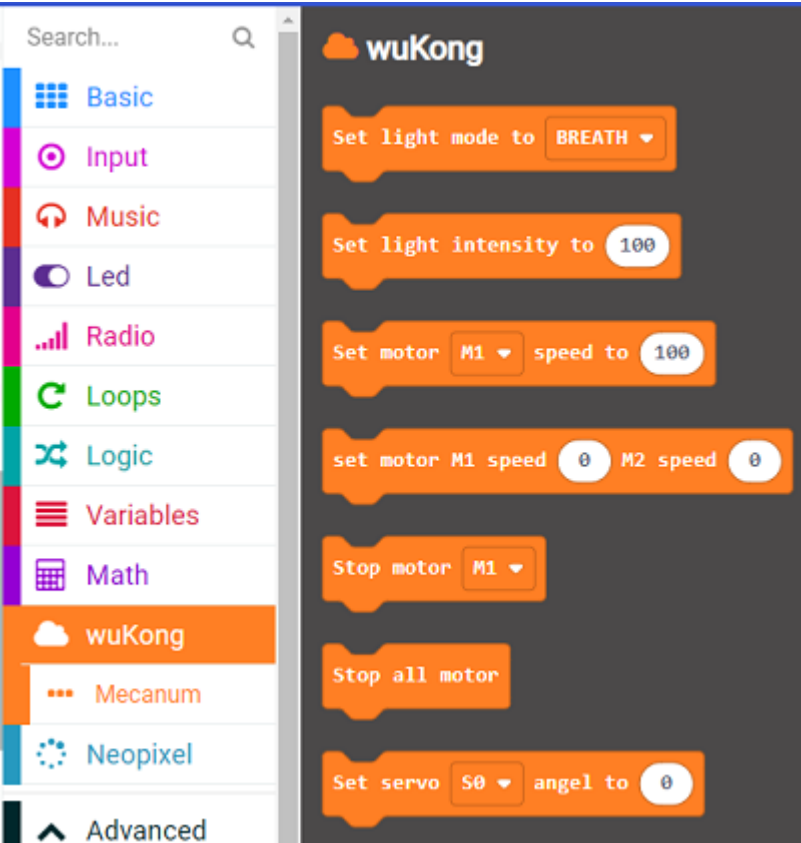
## 8.7. Coding

### Add extensions

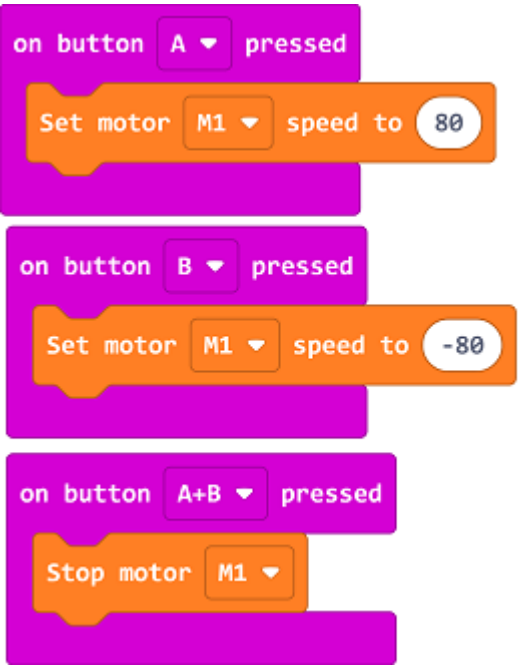
Click “Advanced” in the MakeCode to see more choices.



Search with Wukong in the dialogue box to download it.



Program



Link:[https://makecode.microbit.org/\\_2gH040Us5LX7](https://makecode.microbit.org/_2gH040Us5LX7)

Result

Press button A to move the bigfoot monster forward and press button A+B to stop it.