

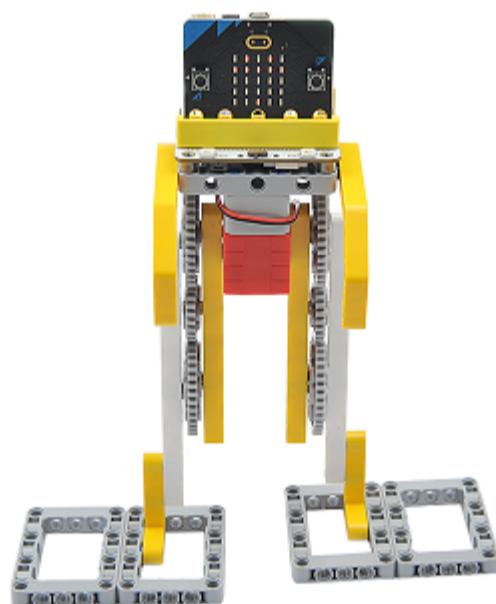
Case 06: The Bigfoot Monster

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

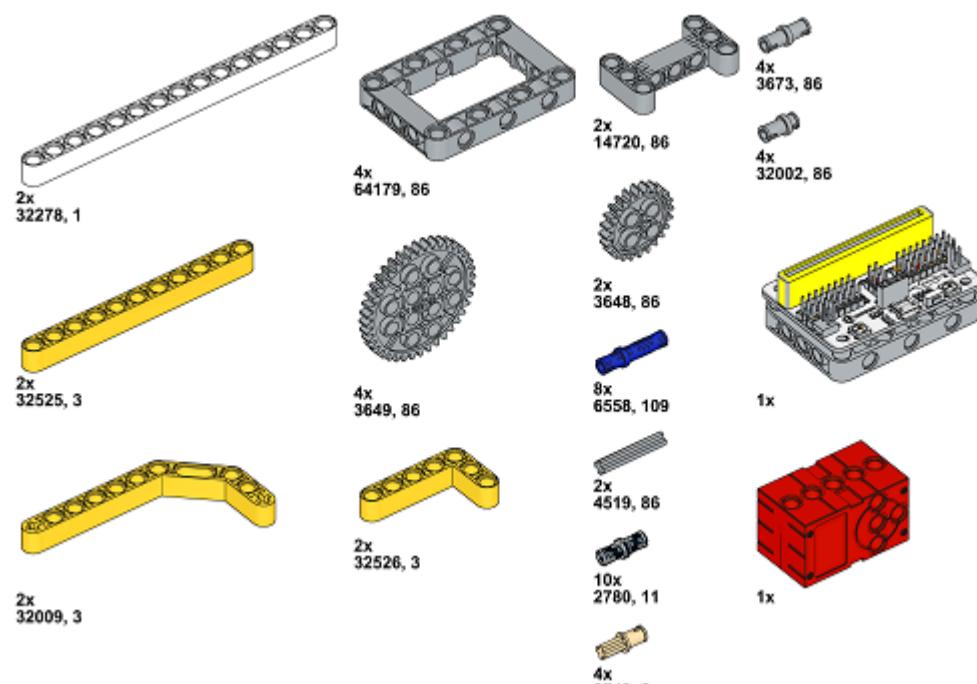
To make a bigfoot monster.



8.2. Link:

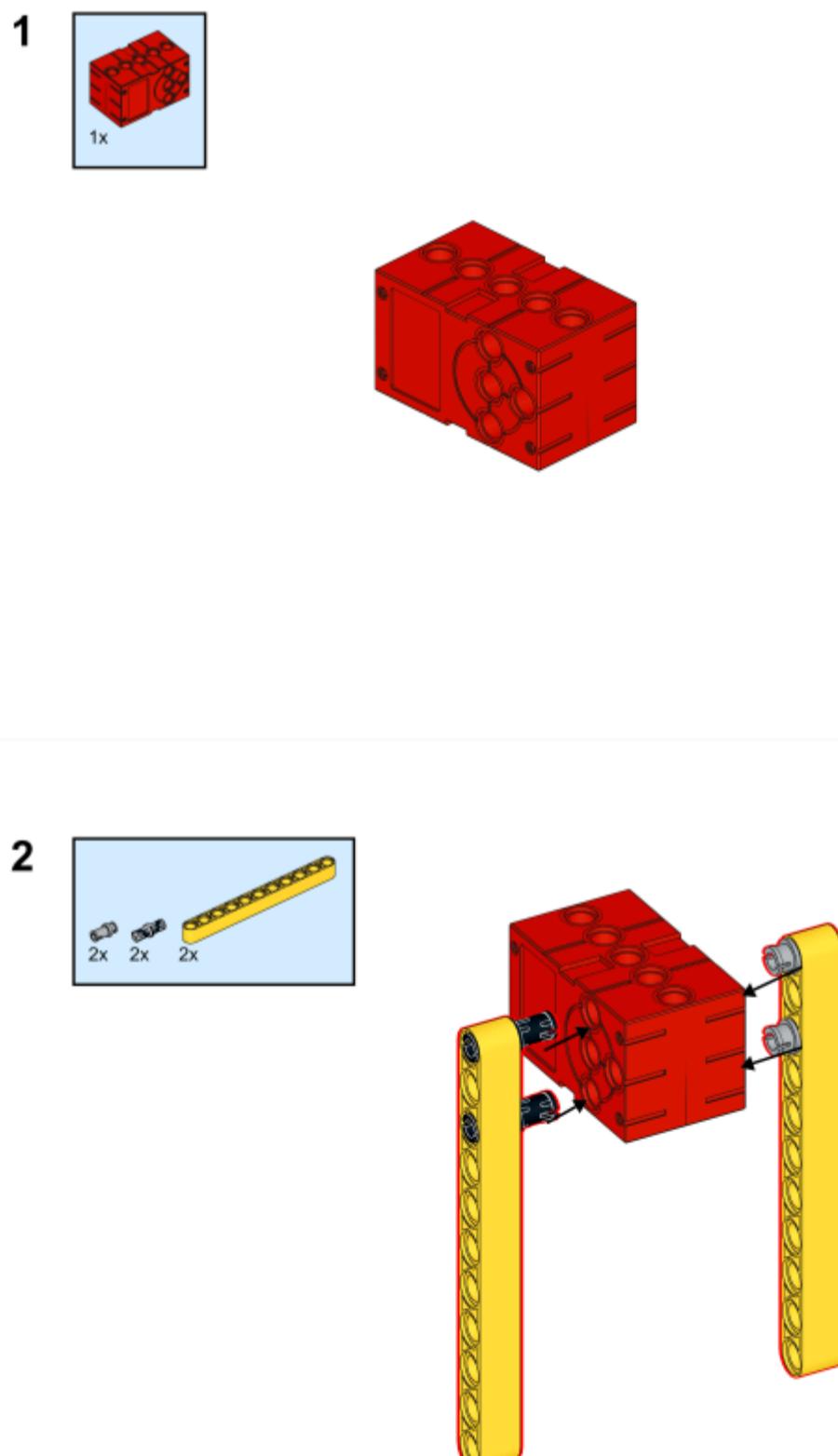
[micro:bit Wonder Building Kit](#)

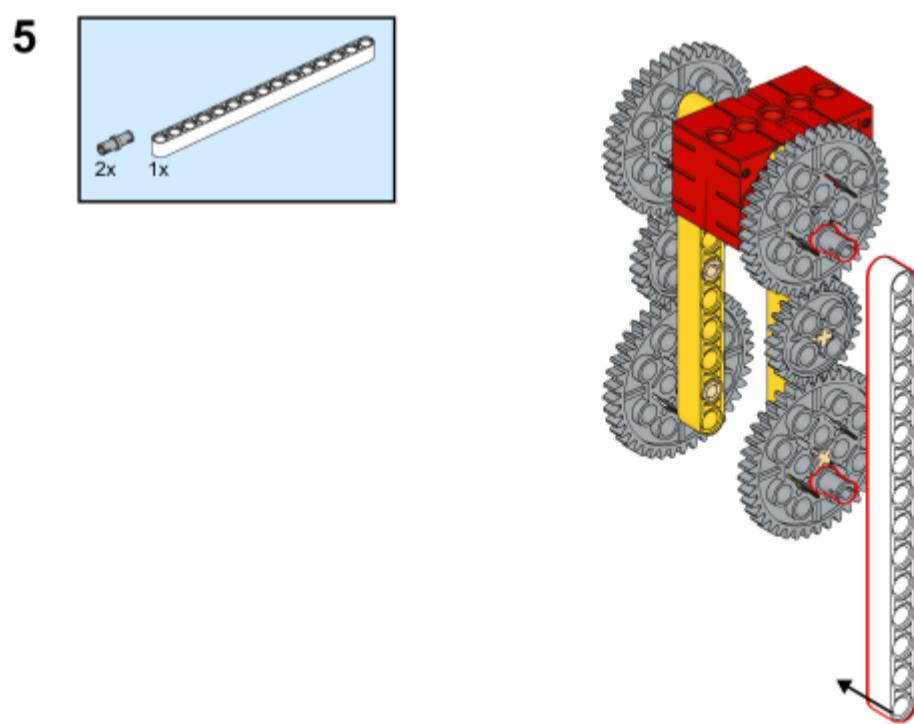
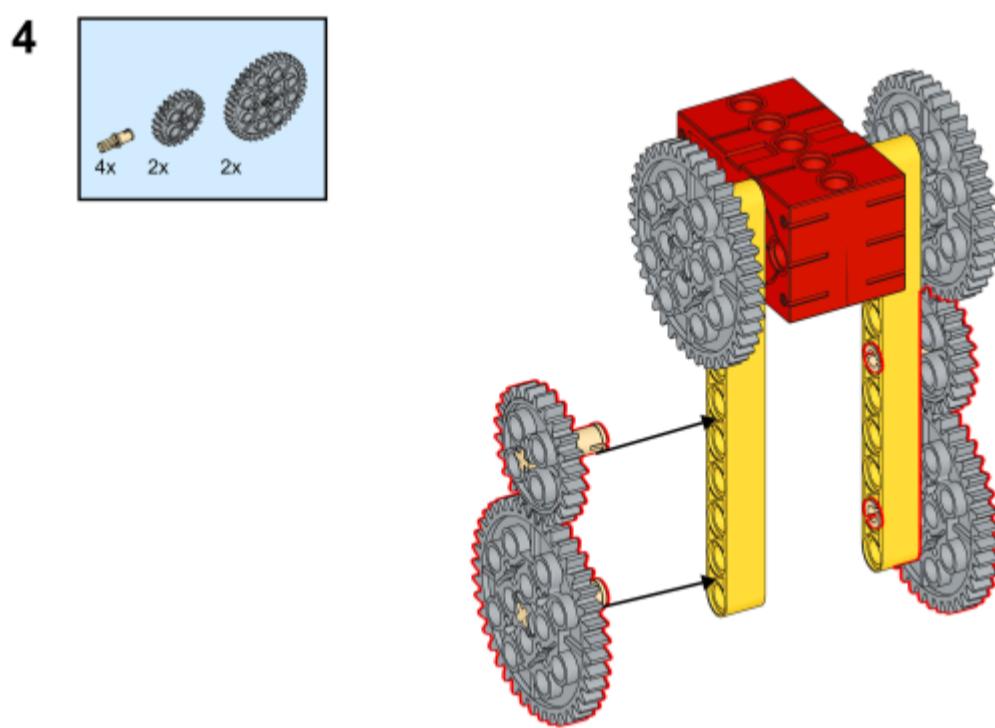
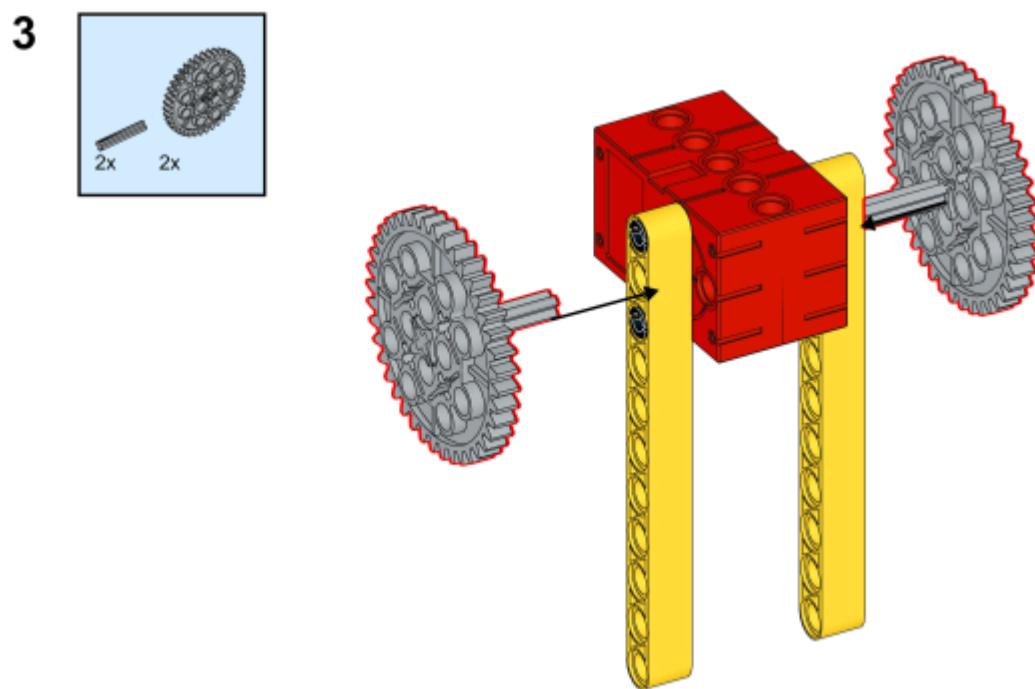
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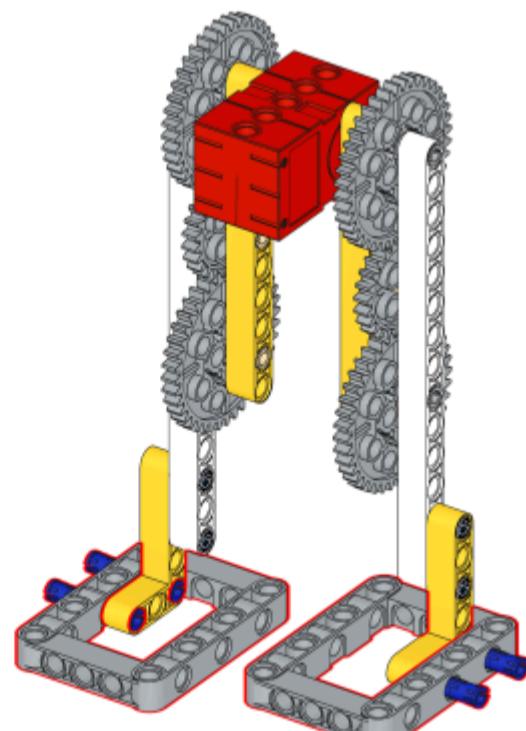
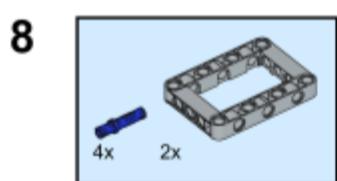
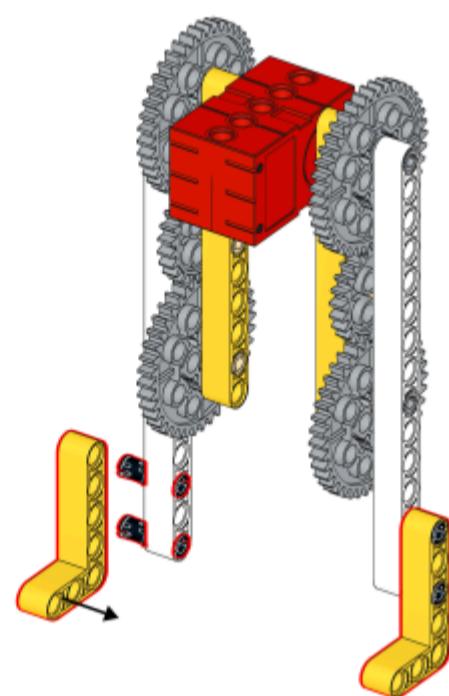
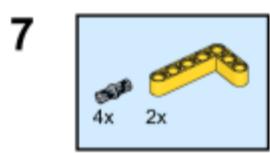
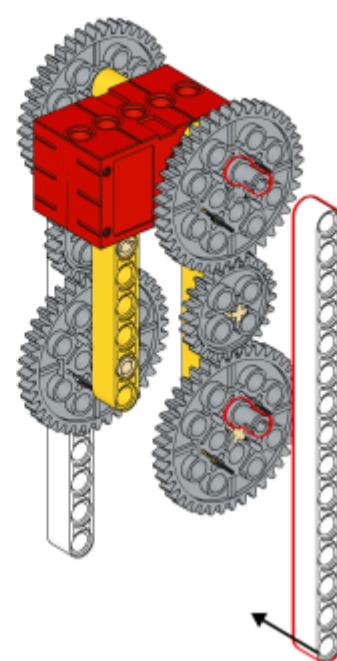
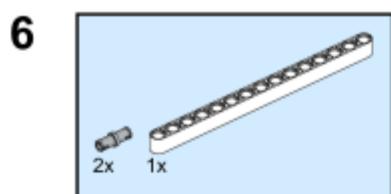


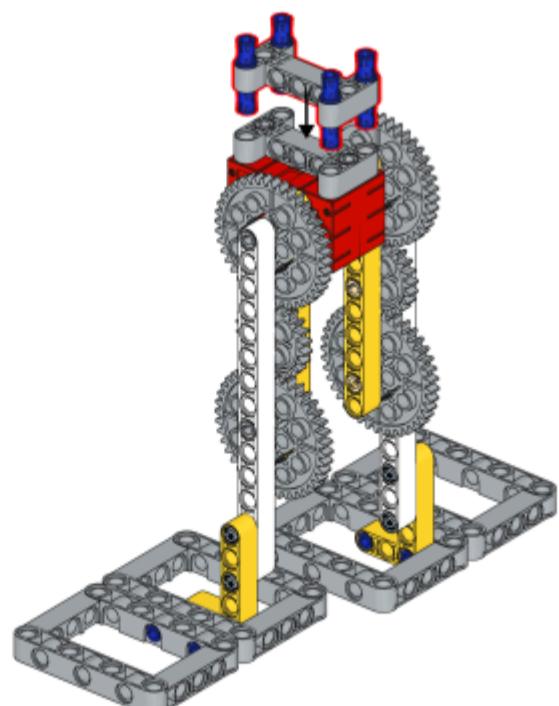
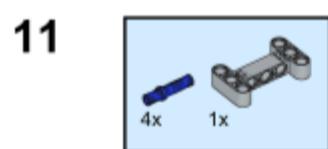
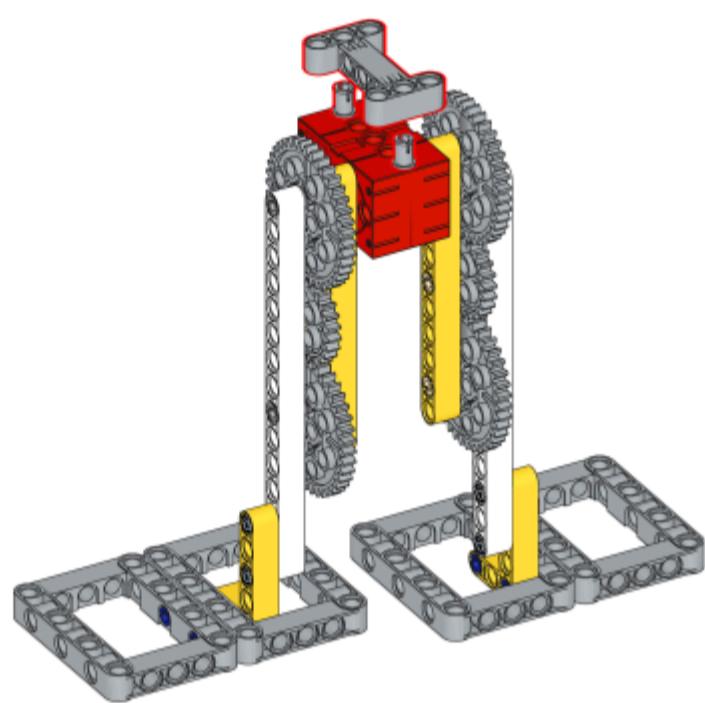
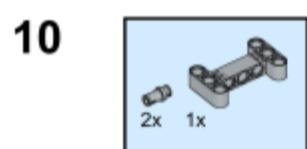
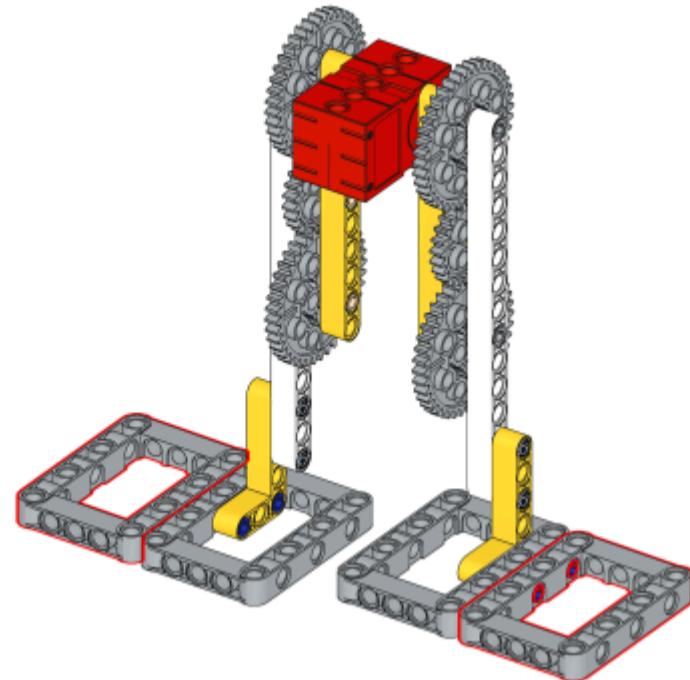
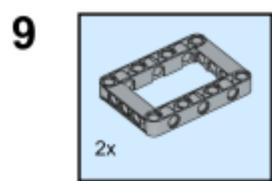
Video link: <https://youtu.be/ODPzpMuwe7I>

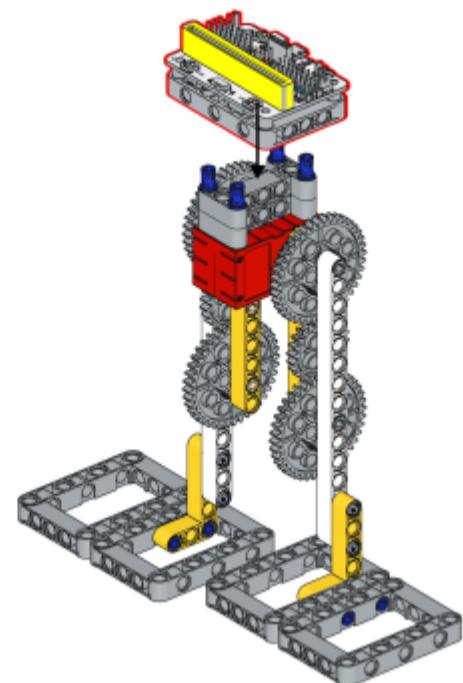
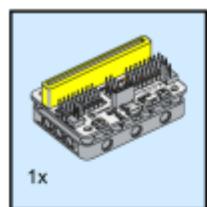
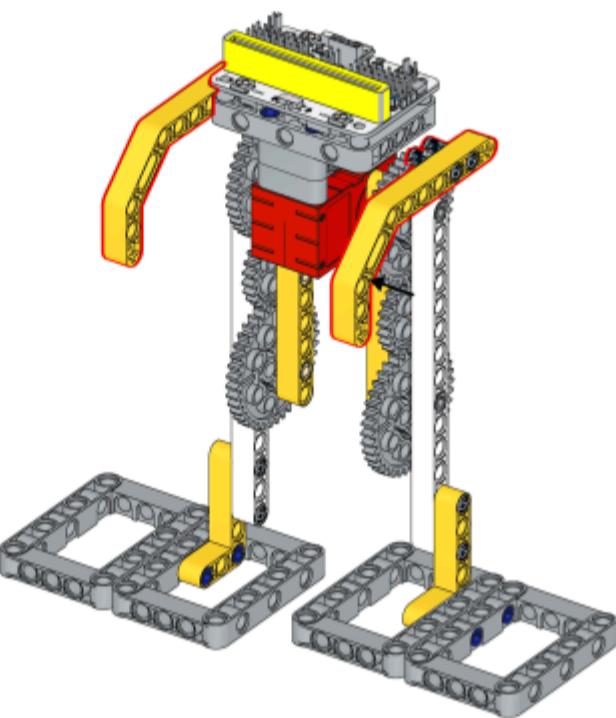
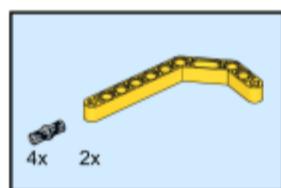
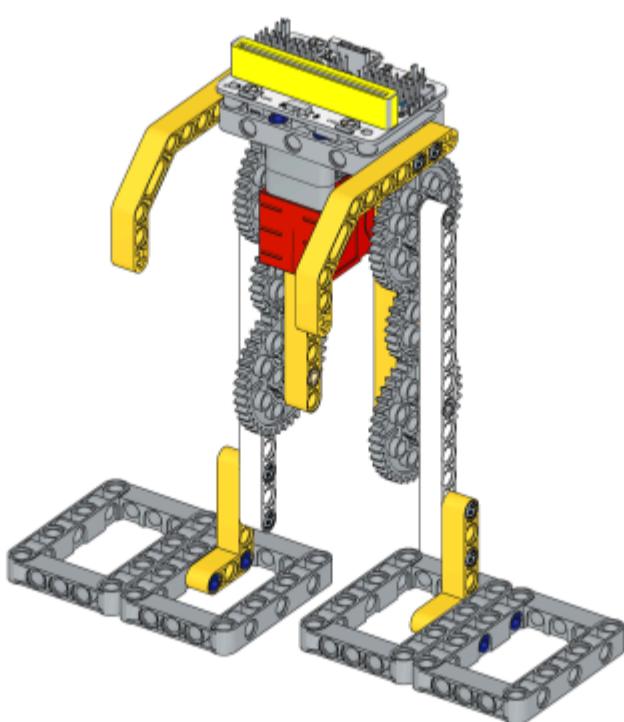
8.4. Bricks build-up





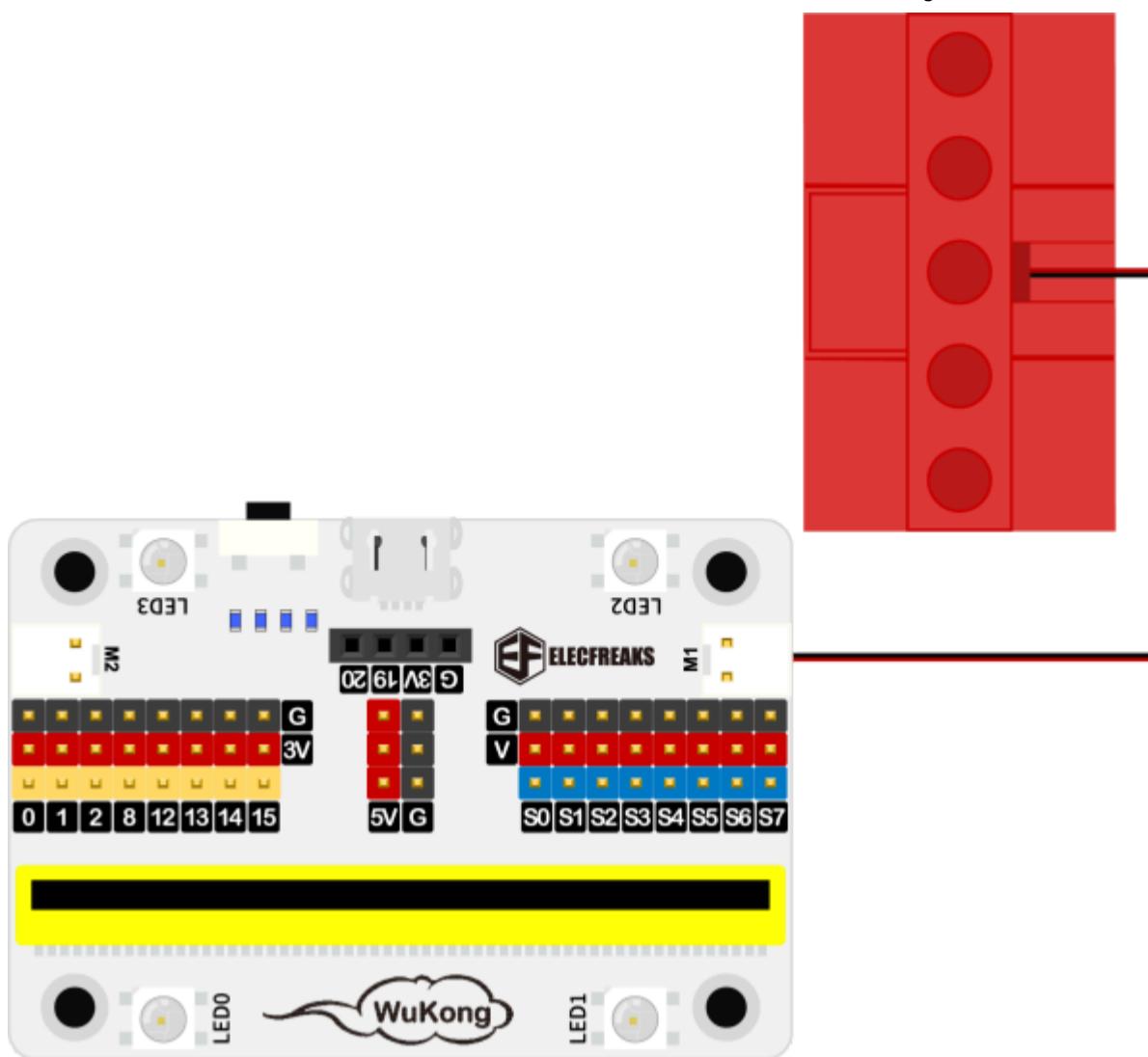




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8.5. Hardware Connection

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



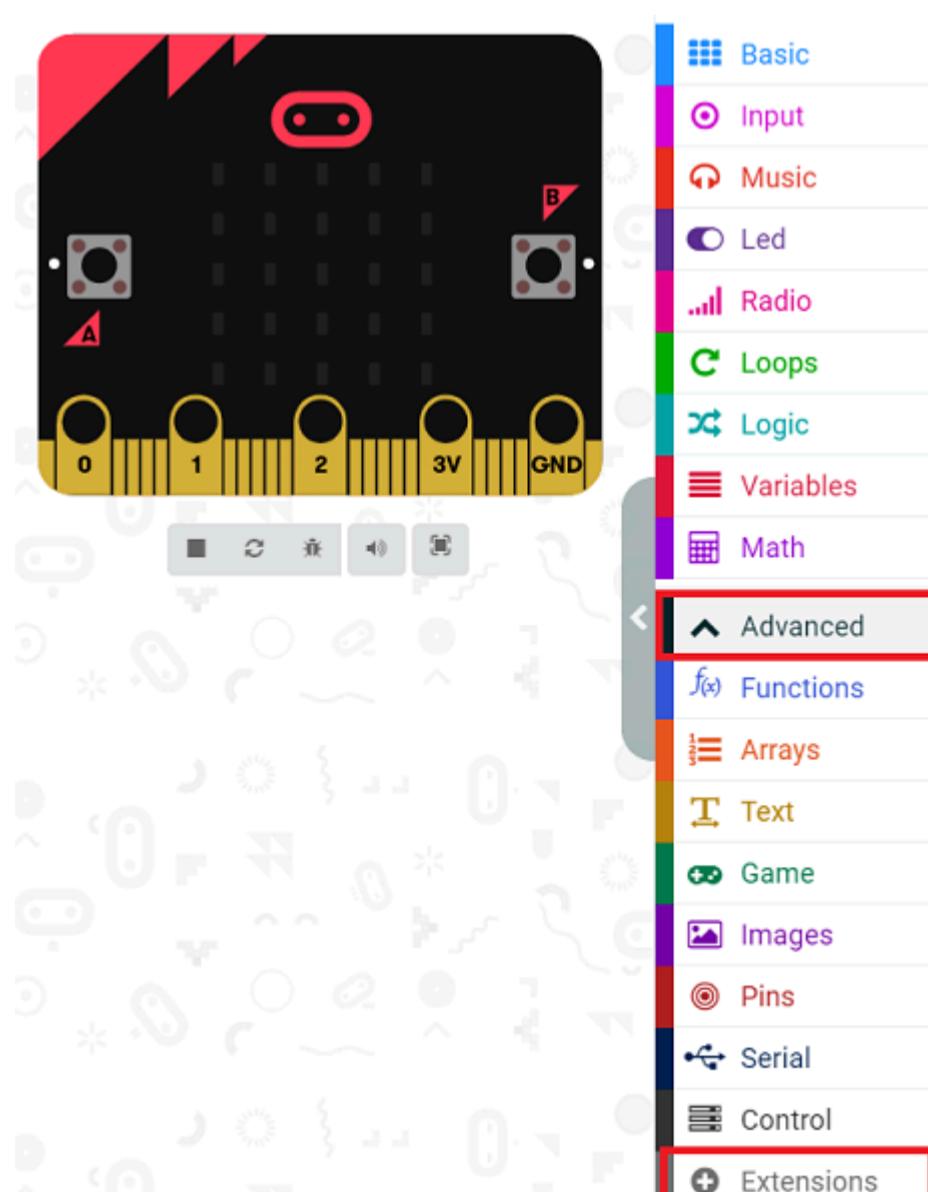
8.6. Software Platform

[MakeCode](#)

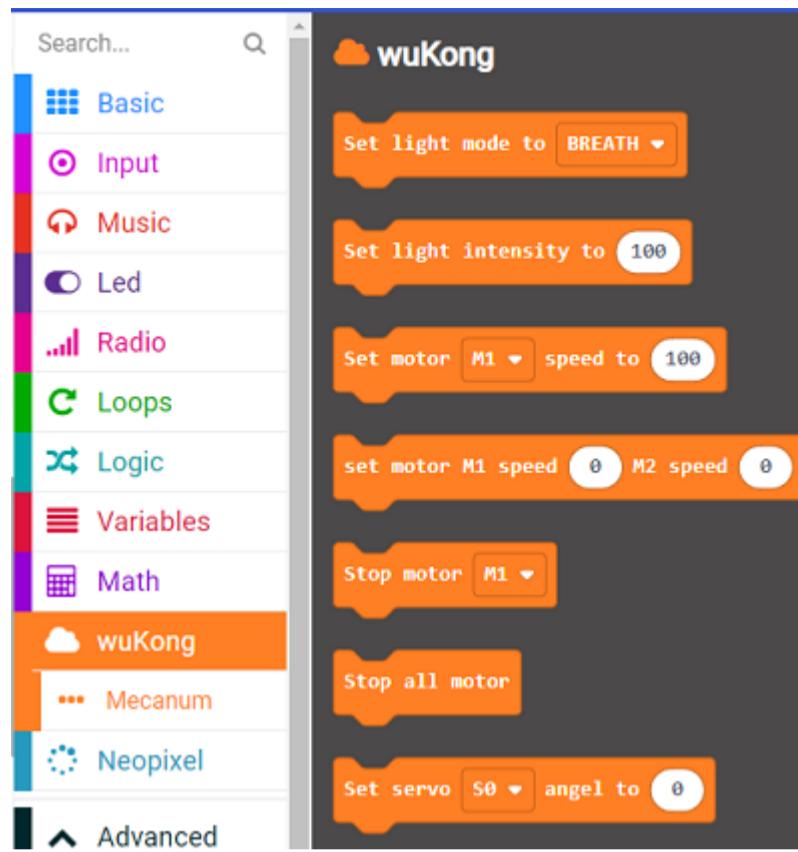
8.7. Coding

Add extensions

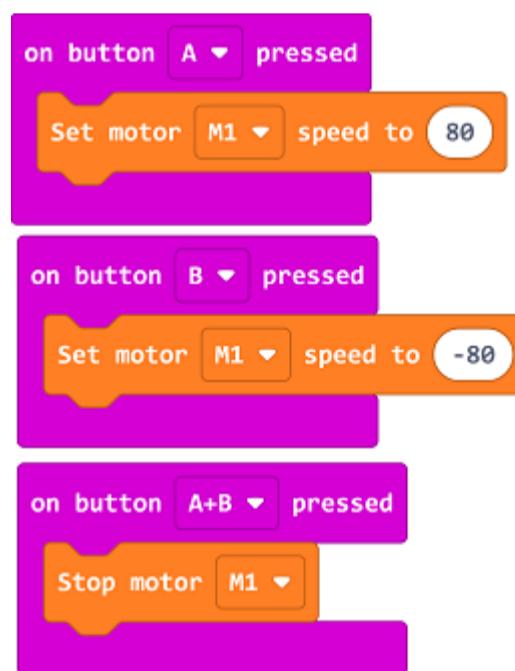
Click “Advanced” in the MakeCode to see more choices.



Search with Wukong in the dialogue box to download it.



Program



Link:https://makecode.microbit.org/_2gH040Us5LX7

Result

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

By ELECFREAKS Team

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