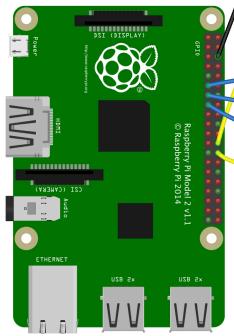


fritzing

REACTION GAME WITH SCRATCH



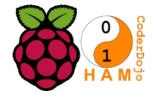
button



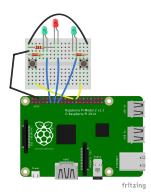
You'll need to run this block once before the gpis sensor values become available

```
when 🧢 clicked
         broadcast gpioserveron
        broadcast config8in -
         broadcast config7in 🔻
when space key pressed
broadcast gpio27off ▼
wait pick random 📵 to 🕤 secs
broadcast gpio27on
             gpio7▼ sensor value = 0 or
                                         gpio8 v sensor value = 0
       gpio7▼ sensor value = 0
 say Player 1 wins! for 2 secs
       gpio8 sensor value = 0
 say Player 2 wins! for (2) secs
wait 🚺 secs
```





REACTION GAME WITH Python



```
# First import some helpful libraries
# This one lets us use LEDs and button with the GPIO pins
from gpiozero import Button, LED
# This one has useful time functions
from time import sleep
# This library lets us do random stuff
import random
led = LED(27) # Our LED is on GPIO27 (pin13)
player 1 = Button(7) # Button connected to GPIO7 (pin26)
player 2 = Button(8) # Button connected to GPIO8 (pin24)
time = random.uniform(1, 8) # Wait between 1 and 8 seconds
sleep(time)
led.on() # Turn LED on
while True: # Forever
    if player 1.is pressed:
        print("Player 1 wins!")
        break
    if player 2.is pressed:
        print("Player 2 wins!")
led.off() # Turn LED off
```

Can you use the green LEDs to show who won?

Can you make the game 'best of 3'?



