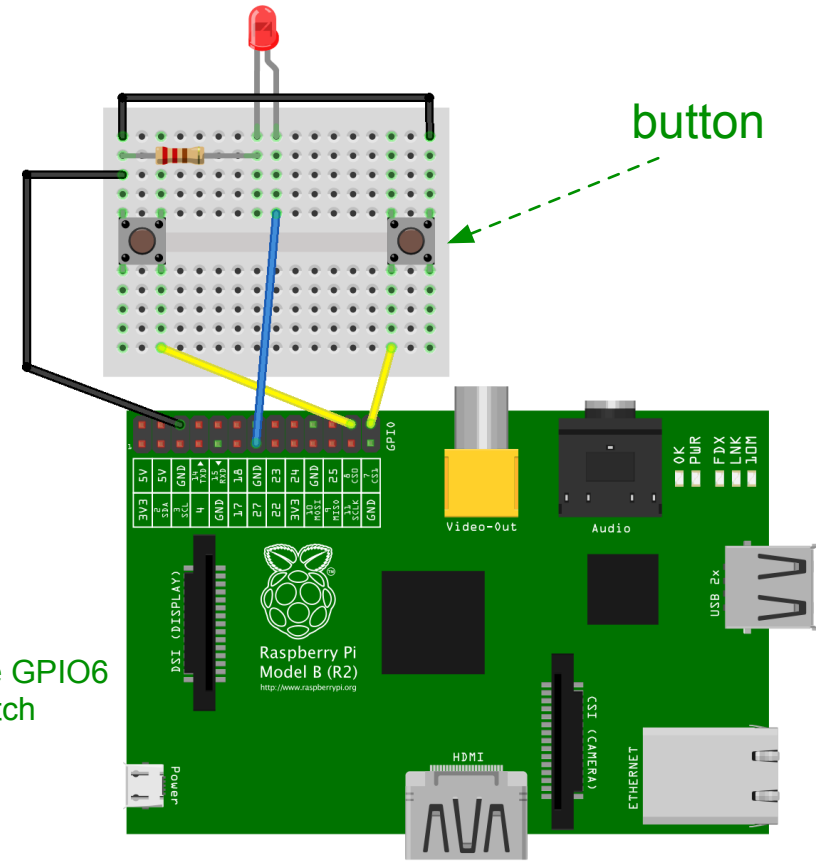
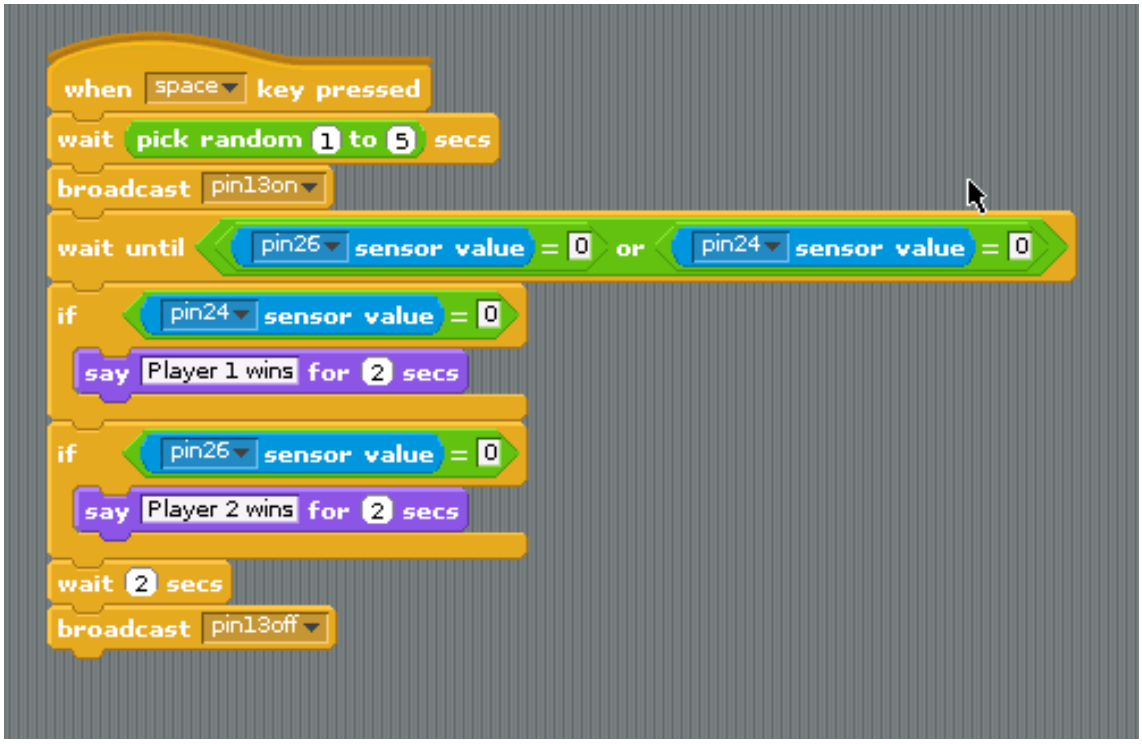
REACTION GAME WITH SCRATCH



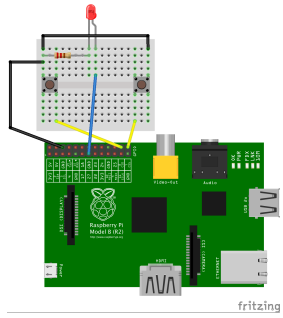
Make sure you run the GPIO6 version of Scratch



Can you make the game 'best of 3'?

How could the game be improved'?

REACTION GAME WITH python



Untitled

```
# first import some helpful libraries
# This one lets us talk to the GPIO pins
import RPi.GPIO as GPIO
# This one lets us do cool stuff with time and timings
import time
# This one lets us do random stuff!
import random

# define a function to wait between 1-8 seconds then light an led
def randomled(pin):
        GPIO.output(pin,GPIO.LOW)
        delay = random.randint(1,8)
        time.sleep(delay)
        GPIO.output(pin,GPIO.HIGH)
# Says we're using Raspberry Pi board pin numbers
GPIO.setmode(GPIO.BOARD)

# set up GPIO pins to be output channels
GPIO.setup(13, GPIO.OUT)

# set up GPIO pins to be input channels
GPIO.setup(24, GPIO.IN, pull_up_down=GPIO.PUD_UP)
GPIO.setup(26, GPIO.IN, pull_up_down=GPIO.PUD_UP)

# make sure led is off
GPIO.output(13,GPIO.LOW)

waiting = True

# call our function for pin13
randomled(13)

# wait until the either pins' value cahnegs from 1 to 0
while waiting:
        if GPIO.input(24) == 0 or GPIO.input(26) == 0:
                if GPIO.input(24) == 0:
                        print 'Player 1 wins'
                if GPIO.input(26) == 0:
                        print 'Player 2 wins'
                waiting = False
# wait 5 seconds
time.sleep(5)
GPIO.cleanup()
```

Ln: 32 Col: 0

Can you make the game 'best of 3' again?