@JessTemporal jtemporal.com

Dino Game

```
# . . previous code
    elif display.pressed(BUTTON_B):
        print("Connecting to the internet...")
        if not display.isconnected():
            display.connect()
        clear_screen()
        print("Config Auth0")
        auth0_request_data = config_auth0()
        print("Requesting tokens")
        tokens = df.login(auth0_request_data)
        print("Setting user score with API...")
        set_user_score(tokens.get('access_token', 'error'), score)
        start_text()
```



jtemporal.com

Dino Game

start_text()

```
from auth import device_flow as df
from auth.auth0 import config_auth0
from dino.leaderboard import set_user_score
# . . previous code
    elif display.pressed(BUTTON_B):
        print("Connecting to the internet...")
        if not display.isconnected():
            display.connect()
        clear_screen()
        print("Config Auth0")
        auth0_request_data = config_auth0()
        print("Requesting tokens")
        tokens = df.login(auth0_request_data)
        print("Setting user score with API...")
        set_user_score(tokens.get('access_token', 'error'), score)
```

```
a Badger
                        PIMORONI
   Dine Geme
   Press UP to start, A to abort
   High score! 3
   Press B to upload score
                \supset D
```