

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()
```



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```
from auth import device_flow as df
from auth.auth0 import config_auth0
from dino.leaderboard import set_user_score

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