Script1:

Basic requirements

IRL MICROBIT

Here is my leaving cert project artefact, It is a memory game, that is similar to Bop it. There are 4 symbols that are needed to be pressed for any random sequence of patterns that will increment when the user gets to a higher level.

To start the game, you have to press button A, there is an LED output that tells the user to input their age. Button A increases the age by 1 and button A increases the age by 10. After you are you finish you have to press the next button. After that there is an LED output that tells you to choose the level or the difficulty. (1 to 3) Button B will increase it by 1, when it reaches 3 it will go back to 1. 1 meaning the symbols will appear more time and 3 meaning it will appear less time. Press button next to continue, it will output level 1 and a random pattern, if you get the pattern right then it will go to level 2 and so on, if it is wrong then it will say L and the score of the user. It will then send the data to the serial.

CODE MICROBIT

Show the array being made and the serial write, the button logic.