

# IOT WORKSHEET 1 DOCUMENTATION

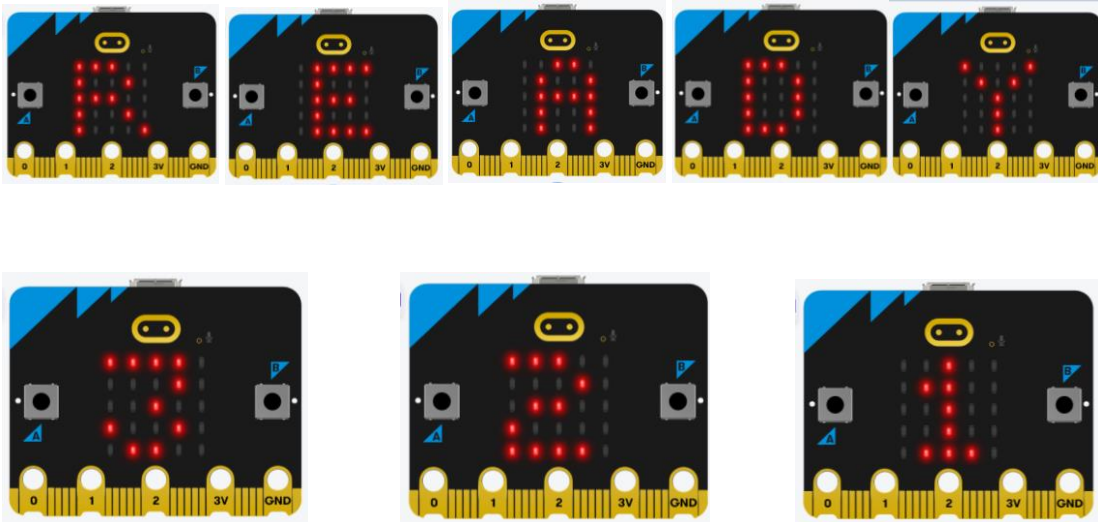
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## How to build a game in BBC micro:bit

- ❖ Connect the micro:bit device to your computer using a USB Type B.
- ❖ Open a web browser and go to <https://python.microbit.org/v/3>

## How to play Flying Bird

A “READY” message will scroll on the display of the BBC micro:bit device, followed by a countdown from 3 to 1 with music.

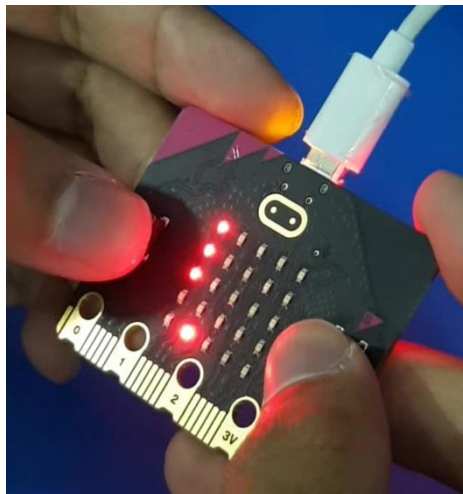


The goal is to make the bird go through the openings of the walls.



Press button A to make the bird fly upwards.

The bird will fall downwards due to gravity so you need to time your flaps in order to successfully pass through the gaps in the walls.



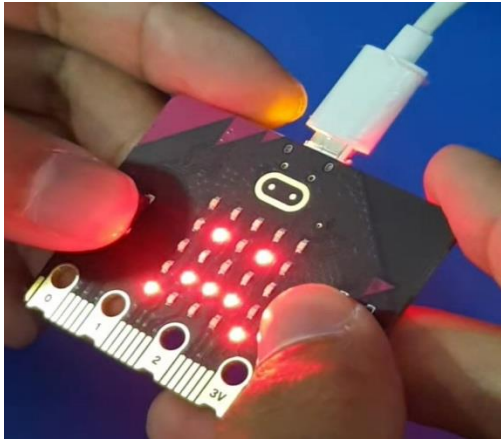
Avoid colliding with the walls. If the bird touches a wall, the game ends.

The score increases as the number of gaps passed by the bird increases.

Press button B to check current score.

The game will continue until the bird collides with a wall.

When the game ends, a sad face will appear on the display, followed by the final score.



To play Flying Bird again, reset the BBC micro:bit and repeat the steps.

Note: Remember that the bird moves vertically between the rows of the LED matrix and the walls move horizontally from right to left. So, flap the bird at the right time to avoid colliding with a wall and achieve a high score.