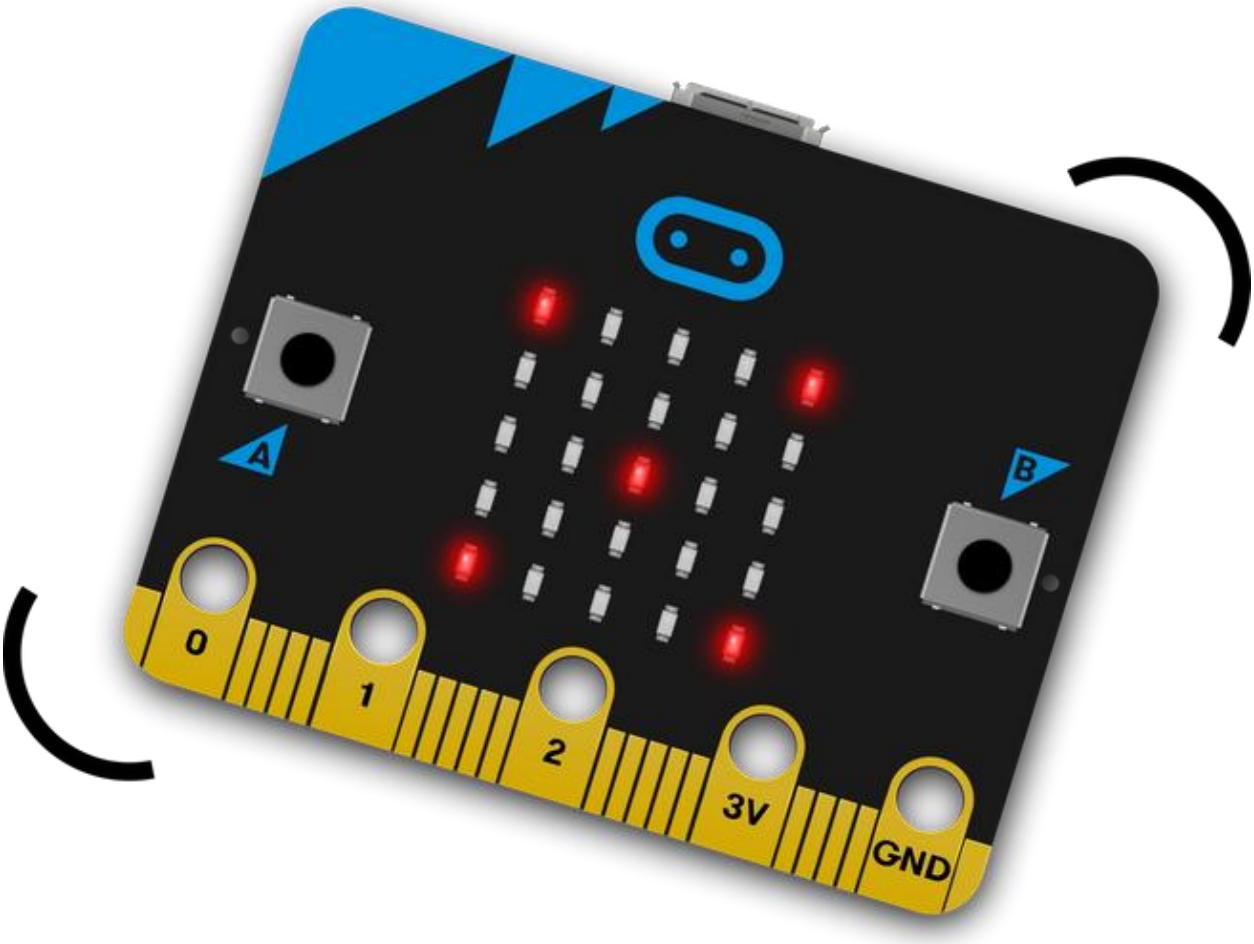
Graphical dice

Step 1: Make it

What is it?

A dice project that looks like a real die with patterns of dots instead of numbers.



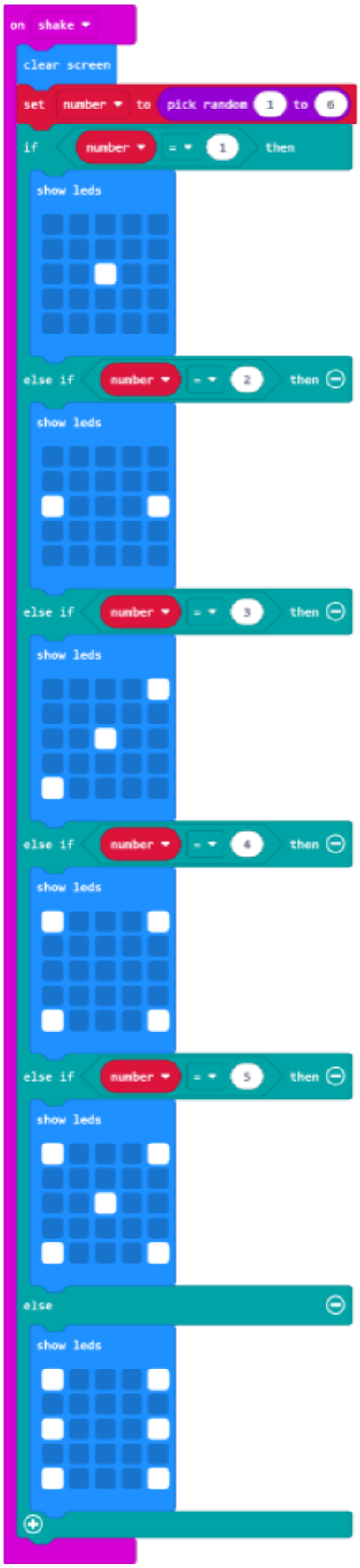
How it works

- Like the Dice project this uses the accelerometer input to trigger the creation of a random number between 1 and 6 and show it on the LED display output when you shake the micro:bit.
- Instead of showing a number, this program uses **selection** to show dots on the display to **represent** the numbers, looking like the dots on each face of real dice, depending on which random number was generated.

What you need

- micro:bit (or MakeCode simulator)
- MakeCode or Python editor
- battery pack (optional)
- squared paper for designing your own dice faces (optional)

Step 2: Code it


on shake
clear screen
set number to pick random 1 to 6
if number = 1 then
show leds
else if number = 2 then
show leds
else if number = 3 then
show leds
else if number = 4 then
show leds
else if number = 5 then
show leds
else
show leds

Step 3: Improve it

- Make the display clear after a few seconds to make the batteries last longer and to make it clear when you have rolled two numbers the same.
- Draw your own dot patterns to represent each number.
- Make it roll higher numbers. How would you represent them on the 5x5 LED grid display output?