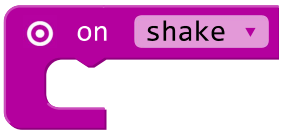
Rock Paper Scissors

Step 1

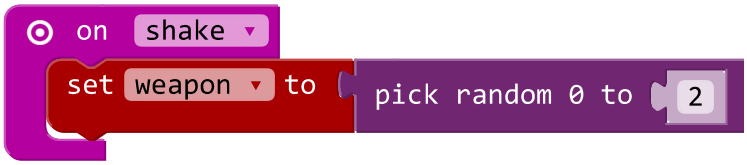
We want the micro:bit to choose rock, paper, or scissors when you shake it. Place a on shake block so when you shake the micro:bit, it will run part of a program.



Step 2

Add a `weapon` variable to store a random number computed with pick random.

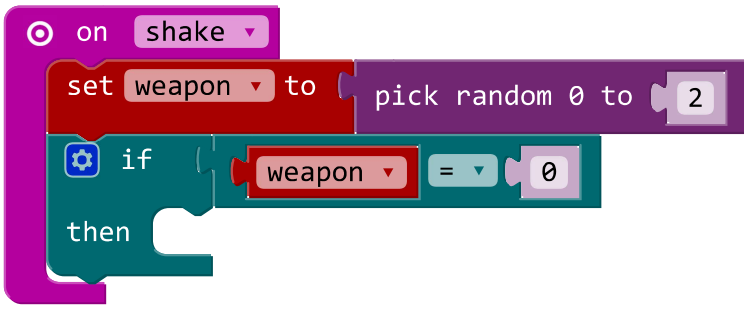
When you shake the micro:bit, it should pick a random number from `0` to `2` and store it in the variable `weapon`. (This variable is named `weapon` because rock, paper, and scissors are the weapons you use to battle your friends!)



Each possible number these blocks can make (`0` , `1` , or `2`) means a different picture. We will show the right picture for that number on the LED screen.

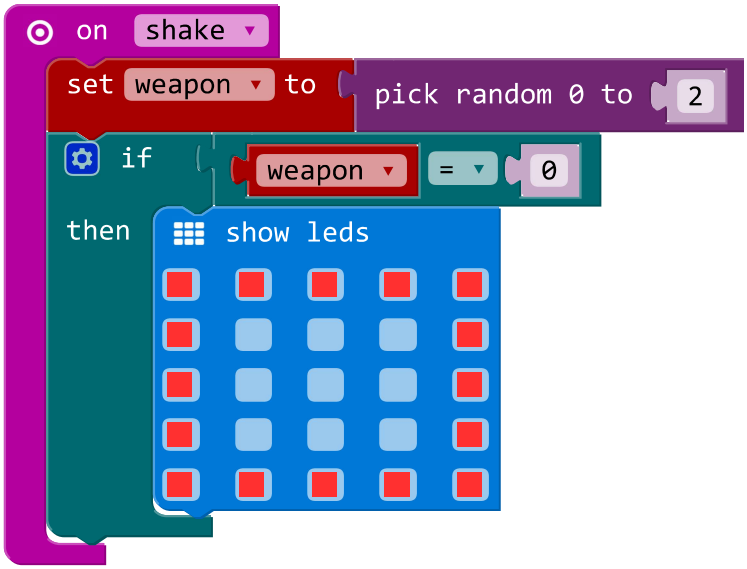
Step 3

Place an `if` block under the pick random and check whether `weapon` is equal to `0`.



Step 4

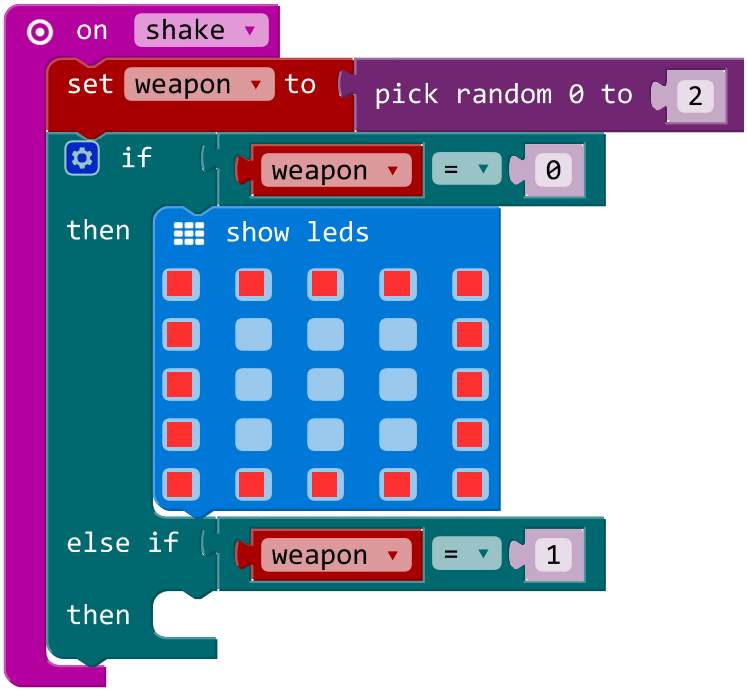
In the `if` block, place a show leds block that shows a picture of a piece of paper.



Step 5

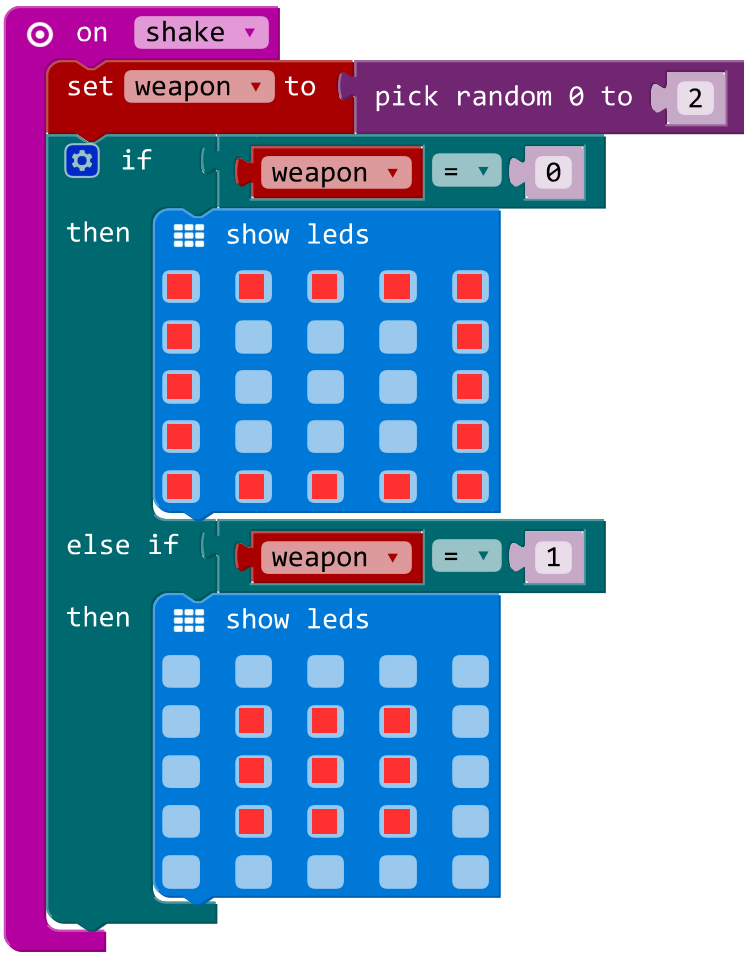
Add an **`else if`** block to the **`if`** block and check whether **`weapon`** is equal to **`1`**.

Click on the gearwheel icon to open up the **`if`** editor; then drag and drop an **`else if`** block in the **`if`** editor.



Step 6

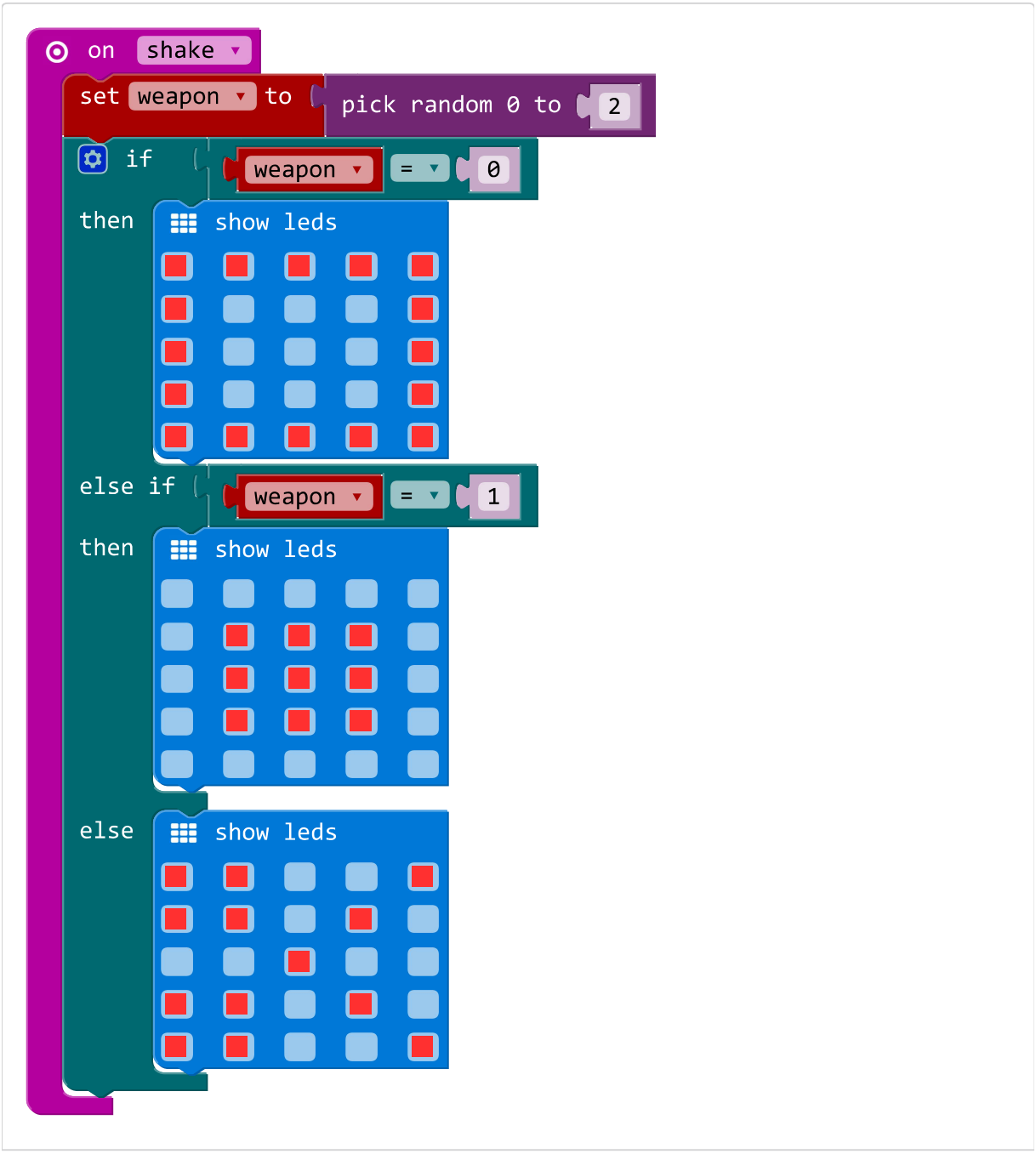
Place a show leds block under the else if and draw a **rock** image on the screen.



Step 7

Add a show leds block with a picture of scissors to the `else` part.

You don't need to check if `weapon` is `2` because `2` is the only number left out of `0`, `1`, and `2`. That's why you can use an `else` instead of an `else if`.



Step 8

Your game is ready! Gather your friends and play Rock Paper Scissors!