

Guess – Level 1

Expected Duration: 30 to 45 minutes

In this game, the micro:bit will randomly generate a number from zero to nine and display it. The player then needs to guess whether the next number shown by the micro:bit will be lower (by pressing the A button) or higher (by pressing the B button). If the next number is the same then it is counted as a correct guess regardless of whether the player chooses higher or lower. The aim is to get the longest run of correct guesses.

How to Play

The game starts by scrolling the word Guess across the screen followed by the start screen which is two arrows pointing towards the A and B buttons as shown opposite.

Press the A and B buttons together to start the game.

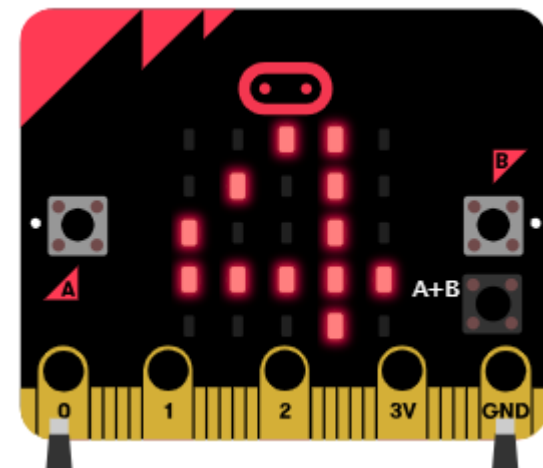
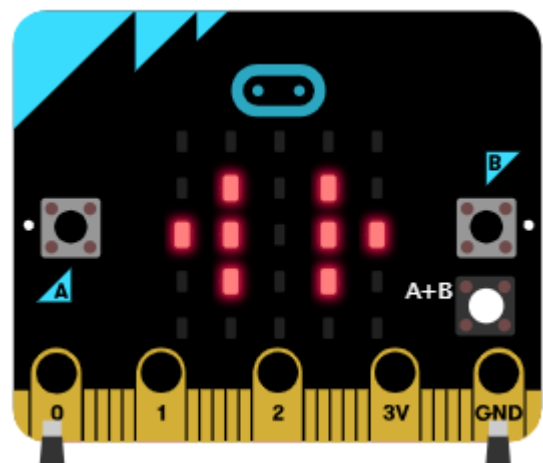
A number from zero to nine will be shown on the screen.

To guess that the next number will be lower, press A.

To guess that the next number will be higher, press B.

Each correct guess scores a point and shows the next number ready to guess again.

An incorrect guess ends the game. The score will be shown and then the game will go back to the start screen.



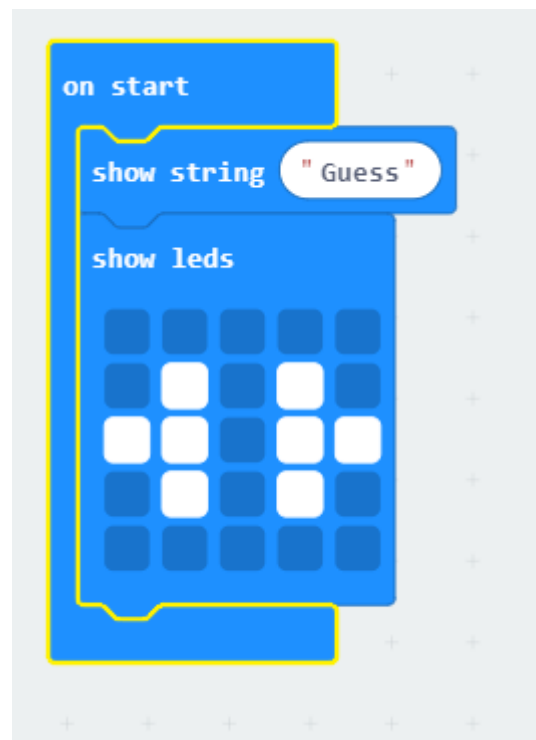
Guess – Level 1

Step 1 – The start screen

This code is executed when the program first starts.

The blocks for this step can be found in:

- Basic



Step 2 – The first guess

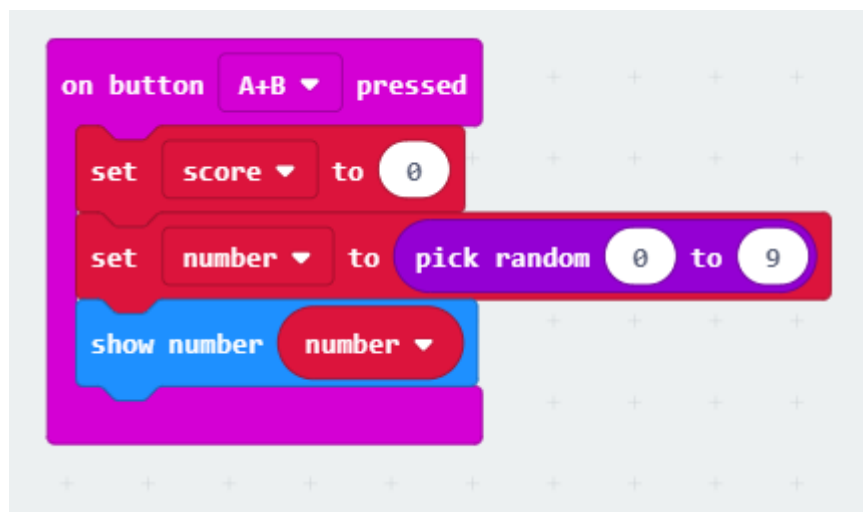
This code starts the game and shows the first number.

Two variables need to be created:

1. Score
2. number

The blocks for this step can be found in:

- Basic
- Input
- Variables



Guess – Level 1

Step 3 - Guessing Lower

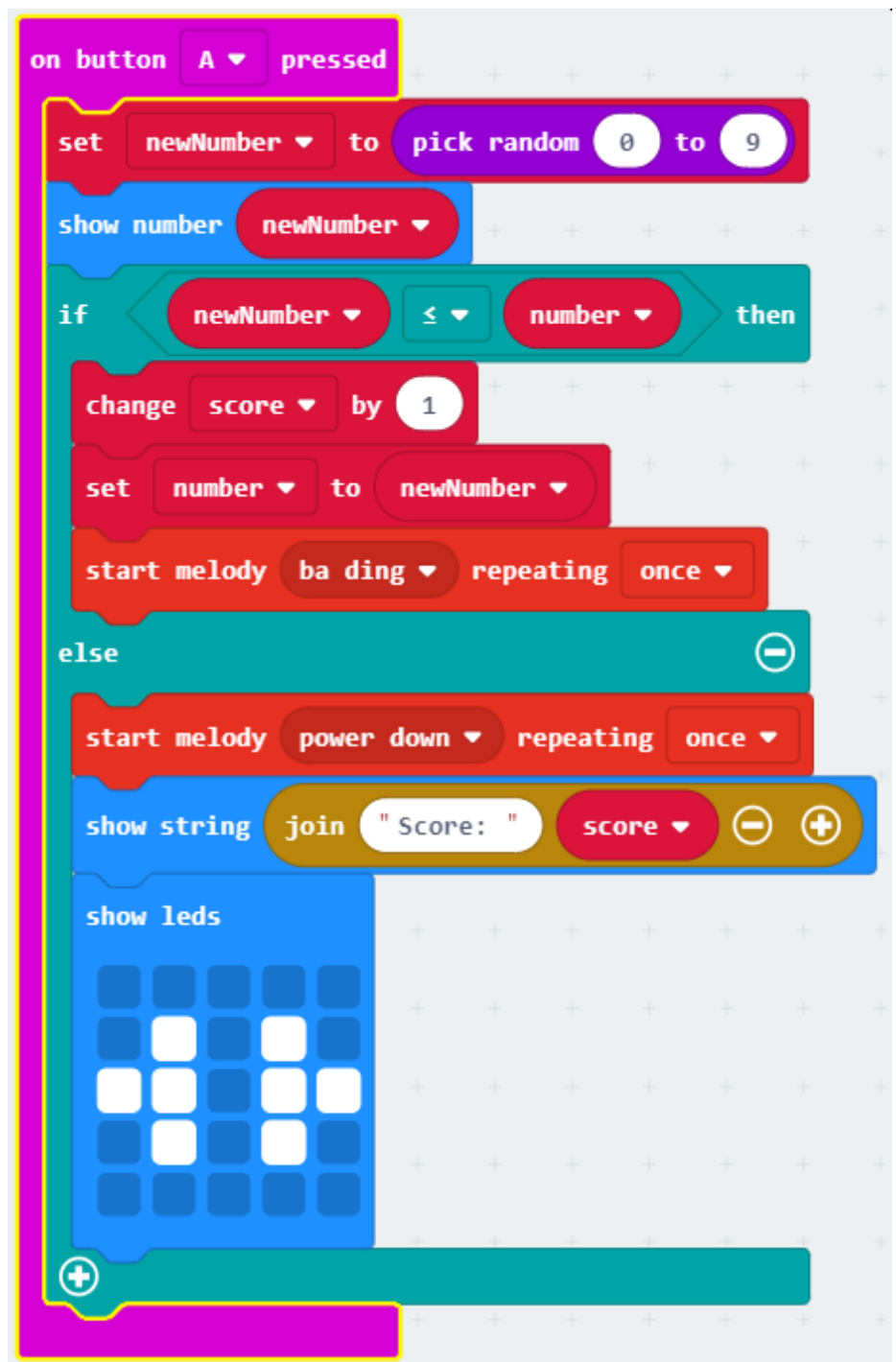
This code handles guessing lower.

A variable needs to be created:

- newNumber

The blocks for this step can be found in:

- Basic
- Input
- Music
- Variables
- Logic
- Text (in advanced)



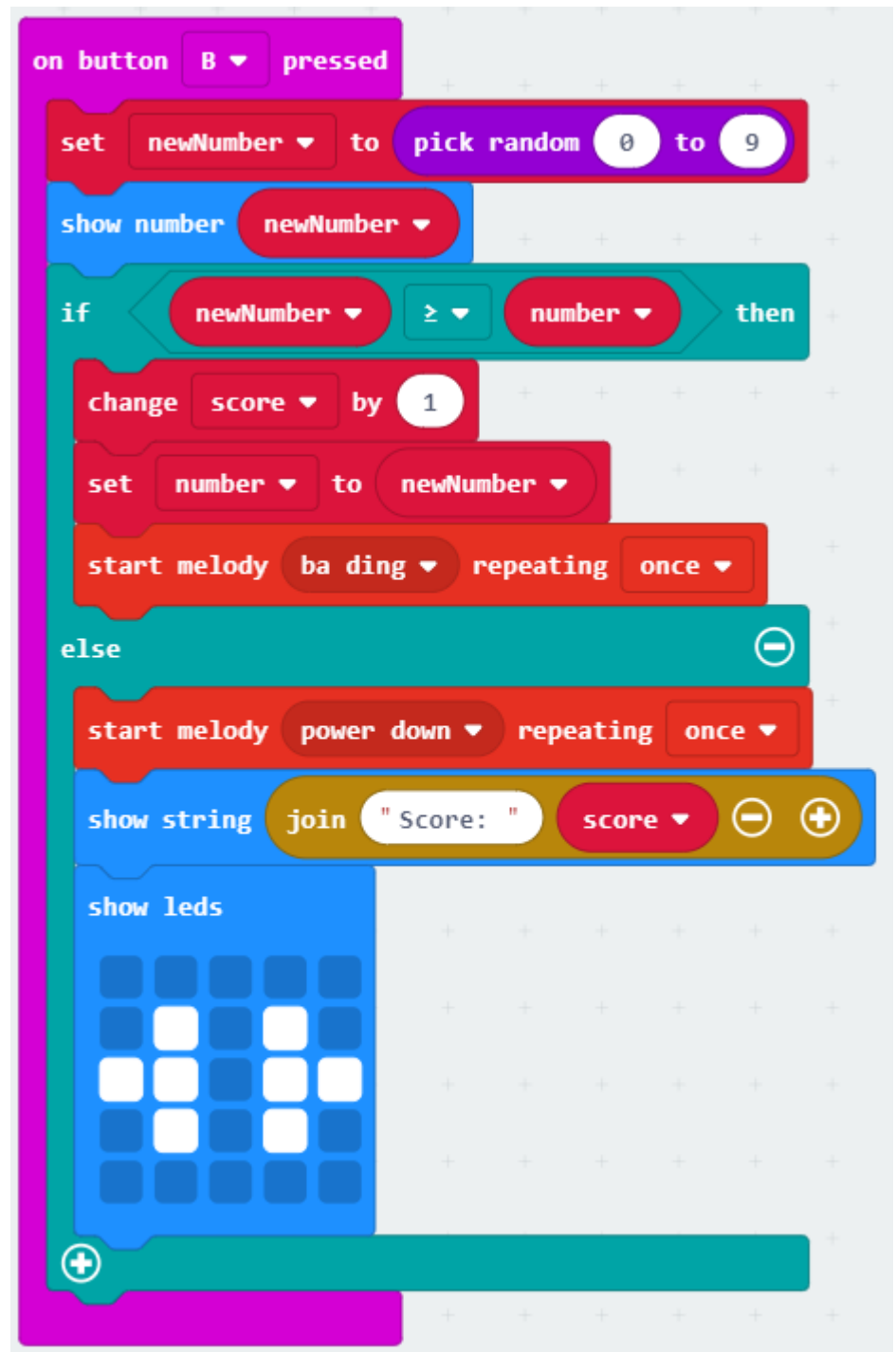
Guess – Level 1

Step 4 - Guessing Higher

This code handles guessing higher. It is very similar to the guessing lower code but be careful to get the if statement correct.

The blocks for this step can be found in:

- Basic
- Input
- Music
- Variables
- Logic
- Text (in advanced)



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Extending the game

There are many ways that this game can be extended. Just a few ideas are given below.

- Maintain the high score between games and let the player know if they have beaten the highest score.
- Put a time limit on how long a player has to make a guess, for example 2 seconds.
- As the score increases make the time limit get smaller so the game has to be played faster.