REACTION GAME micro:bit PROJECT

Make a reaction game with real physical switches you can bash as hard as you like!

ala to

TASK 1 – MAKE IT

How it works

- Make two physical input switches using cardboard and tin foil similar to the ones used in the Pressure switch alarm project.
- Connect them to the micro:bit pins as in the picture one tin foil pad on each switch goes to the micro:bit's GND pin, and the other is connected to pin 1 or pin 2 depending on whether you are player A or player B.
- The program waits a random time between 1 and 5 seconds, then shows a heart on the LED display output.
- You can't hit your button before it lights because it uses Boolean logic to stop anyone cheating! Boolean variables can only have two values: True or False. The game started variable prevents either player pressing their button too soon by only checking which button is pressed while the game has started.
- · An infinite loop keeps the game running so you can keep playing.

What you need

- 1 micro:bit
- · 4 crocodile clip leads
- Some scrap cardboard, tin foil, glue and scissors

TASK 2 - CODE IT

micro:bit





- Use variables to keep track of each player's score
- Add a timer to show how quick each winner's reaction was
- Track which player has the fastest reaction time

