

Paper-Scissors-Rocks micro:bit full code, explained



Event block

We chose the 'shake' gesture block. The program will start every time you shake the micro:bit in your hand.

Set the variable

Once we create the variable 'element', now we set its value as a random number between 1 and 3 (one per element: paper, scissor or rock)

IF/THEN statement

Add one statement per variable value (1, 2 and 3). You can alternatively use an IF/THEN/ELSE block, it will be even a simpler code.

Visuals and sounds

Now it's time to include in your code the way you show the actions: show the paper icon, scissors or rocks icons. You can add some sounds.

Pause & clear

In order to show your element to your opponent, we'll add a pause block so that the icon stays on your LED screens for a few seconds.

Add a 'clear screen' block to remove the last icon and keep on playing.