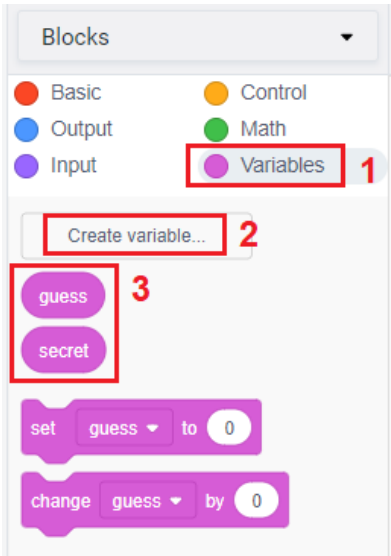


Guessing Game

A video about how the guessing game works is here: <https://youtu.be/6SX8nz1EUro>

1. Make two variables:






Variables are used to store values. We need to store our question and the user's guess.

1. Select the variables tab
2. Choose create variable. Make a variable named guess and another named secret.
3. Check to see you have 2 variables.

Guessing Game Rules:

Guess the secret number.
It is between 1 and 10.

- **Press A** to increase the number
- **Press B** to guess.
 -  Guess higher!
 -  Guess lower!
 -  You got it!
- **Shake** to reset and play again with a new secret number.

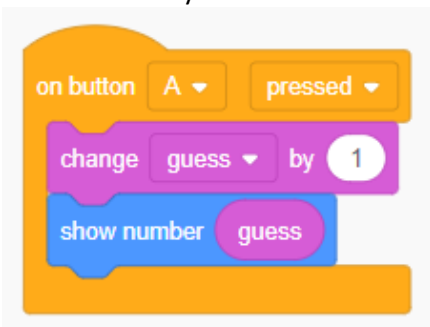
2. On start:

- Start with a smile.
- Pick a random number between 1 and 10.
- Start the guess at 0.

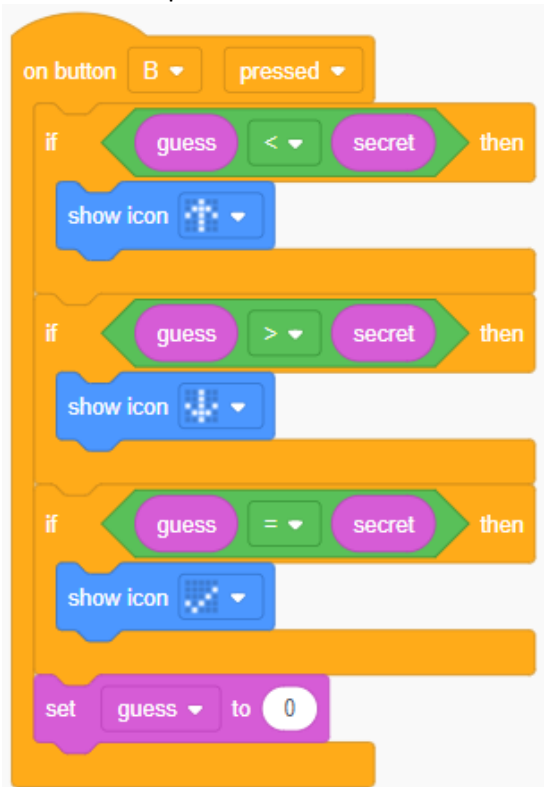


3. Button A is pressed:

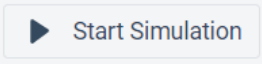
- Increase by one.



4. Button B is pressed: Check the answer.



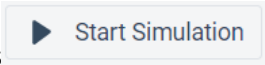
Test this now.

Press  and see if it worked.

5. Press A+B to reset.



Test this now.

Press  and see if it worked.

6. Using the onShake event, make it so it resets the game, but makes a harder version.

This time the random number should be between 1 and 15.

7. A video about how to transfer this to an actual Microbit is here: <https://youtu.be/1B1NwCMR25E>