

Simon Game

This game is based on Simon:



A video with a demonstration of how the game works on the Microbit is here: <https://youtu.be/hKvySVKOCKg>

First, you will need to create two variables:



To start, pick a random number and display it:

```
on start
  set num to pick random 2 to 6
  show number num
  set ans to 0
```

Each click of the A button displays a question mark and counts up by one:

```
on button A pressed
  show string ?
  change ans by 1
```

The B button checks your answer:

```
on button B pressed
  show number ans
  if ans = num then
    show icon [correct icon]
  else
    show icon [incorrect icon]
```

The A+B Button makes a new question:

```
on button A+B pressed
  set num to pick random 2 to 6
  show number num
  set ans to 0
```

This is the same as the onStart event.

When you get it wrong (inside the ELSE in the B Button):

- Make it so it displays the right answer
- Then make it reset the ans variable to 0 so that you can try again.