

day66 Scratch rock paper scissors

Due Tuesday 2/14 (6th period), Wednesday 2/15 (7th period)

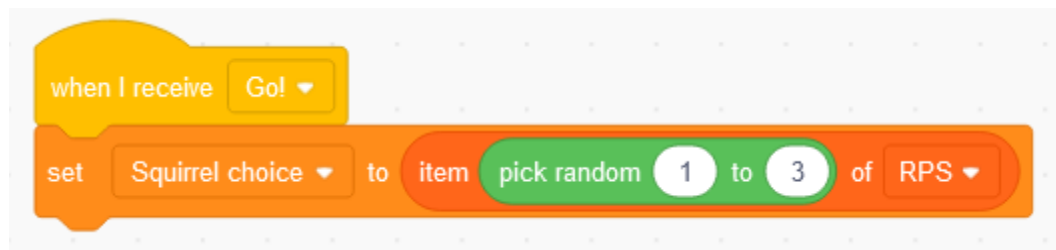
Make a self-playing Rock Paper Scissors game that goes on forever between two sprites. Here are two rounds of my game:



A third sprite does a countdown, then the two sprites show their variables after having made a random choice (rock, paper, or scissors). Then the third sprite says who won that round, or if it is a tie, and updates the score if it's not a tie. Make the sprite choices disappear in between rounds and re-appear when appropriate. The scores reset when you click the green flag.

I recommend that you use broadcast messages to tell the two sprites when to make their choices and then have the judge decide who won, adjust the score, etc.

The code in the two sprites that are competing should be very simple (they just need to make a choice at the right moment):



This code uses a list I made that contains "Rock", "Paper", and "Scissors". The line above randomly chooses one of those values when the judge sends out a broadcast message "Go!".

Then the judge decides who won using a bunch of if statements, adjusting the score as appropriate.

The game runs forever.

Call me over to check you off during class please. Also turn in a share link when done.