

day81 post-test Scratch assignment
Due today

Open the following link and remix the project:

<https://scratch.mit.edu/projects/827969339>

Write our number guessing program (day69 microbit buttons) here in Scratch.

Make the user guess a secret number from 0 to 9 by clicking on the microbit sprite I gave you (anywhere on it). For example, pressing 5 times means the user is guessing 5.

You have to create two variables: secret number, and clicks.

When the green flag is clicked, store a random value from 0 to 9 in secret number. Store 0 in clicks.

Do a repeat forever loop. Inside there, Ask the user to click to make a guess using a say for 1 second block.

Do a wait for 5 seconds.

Add a "When this sprite clicked" event and in there add one to clicks each time the sprite is clicked.

Check if they guessed right, and if so, tell them they guessed right and what the value was. Then tell them to have a good day and then stop all scripts. (The game is over at this point).

If they did not guess right, tell them what their guess was and tell them if they guessed too high or too low, then set the click variable back to zero.

It might help you to have the variables showing while you are coding, but please hide them before turning in your project.

