Dice Micro:Bit Project

The aim of this project is to make a dice on the Micro:Bit, using the onboard LEDs. The user should be able to shake the Micro:Bit to generate a new dice face.
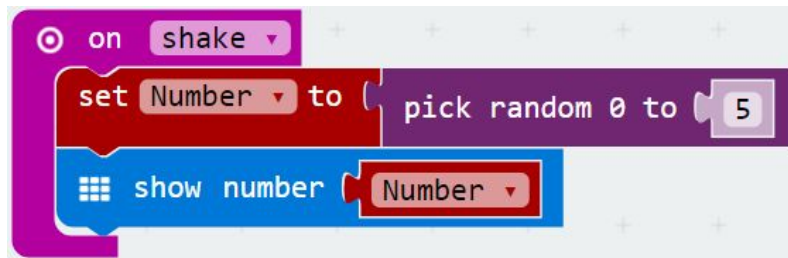
Variables Needed in Project

- **Number** - stores a random number between 0 and 5. Used to simulate the dice face number.

Pick Random Number

The first step to making our dice is to generate a random number when the Micro:Bit is shaken.

Tasks

1. Make a variable called "Number" (or call it whatever else you want).
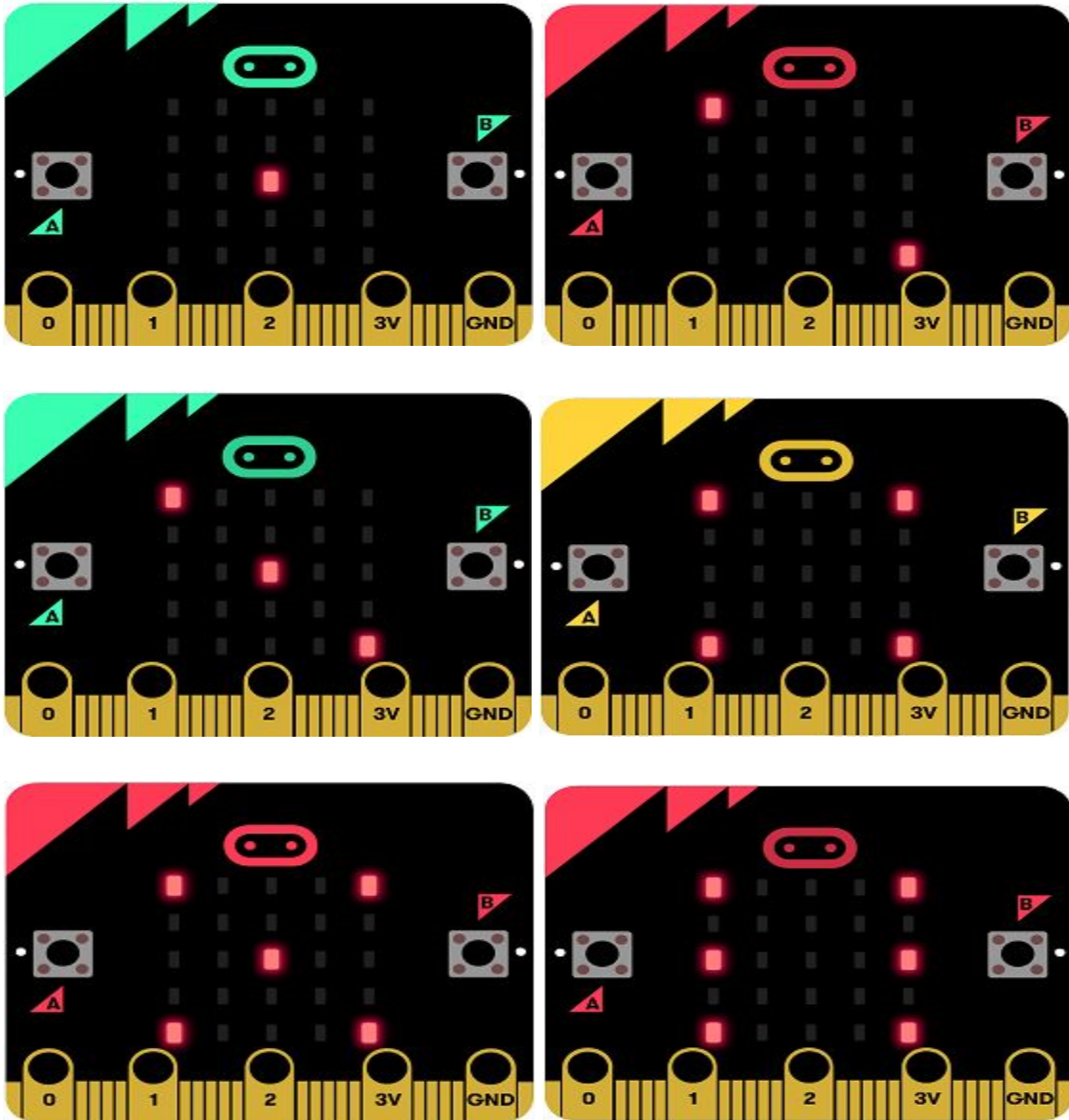2. Copy the code blocks below.

3. Download the code.

Notice how you are getting a random number between 0 and 5. This is because computers usually start counting from zero, not one.

Draw Dice Face

Now we are going to draw the dice face, rather than just show the number. This will be done by using **conditional statements**. For example, IF the random number = 0, then draw one dot.

Tasks

1. Remove the "show number" code block.
2. Use conditional statements ("if then" code blocks) to draw each of the six dice faces. See the example images of the dice faces below.

3. Download the code.