

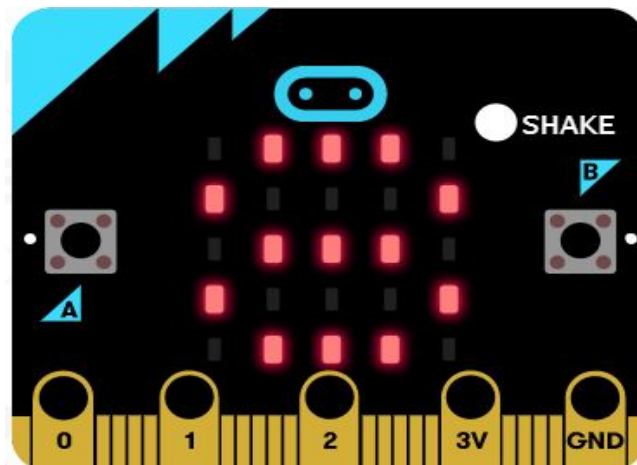
Magic Eight Ball Micro:Bit Project

Variables Needed in Project

- **Random Number** - stores a random number between 0 and 4. Used to display the message that the magic eight ball will display.

Introduction Message

The first step is to program the introduction message that will appear on the Micro:Bit when it is started. You simply want the number “8” to appear.



Tasks

1. Copy the code blocks above.
2. Download the code.

Display A Random Message

Next, we will display a message when the Micro:Bit is shaken, which will depend on the value of "Random Number". The messages should be simple answers to a question from the player, e.g. "Yes", "No", "Maybe", "Never gonna happen", etc.

Tasks

1. Declare a "Random Number" variable.
2. Using conditional blocks, display a message to the user when the Micro:Bit is shaken, that will depend on the value of "Random Number". Make **at least five different responses**.
3. Add in some pauses to make the game more playable.
4. Download the code.