

Rock, paper, scissors

Medium

Exercise: Make a rock, paper, scissors game
with the Calliope.

The Symbol and the Text must appear, if you shake the
Calliope and press A.

If you only shake it, it has to show the symbol (rock, paper or
scissors with text) of the last round

If you start the Calliope, there must be the letters
Rock paper scissors

You have to work with the place holder
(in german :Platzhalter)
and If ...then
(in german :wenn... dann)

Good luck

Answer

Here is one of the easiest solutions:

```
on start
  show string "Rock paper scissors"

on shake
  set Platzhalter to pick random 0 to 3

on button A pressed
  if Platzhalter = 1
    then
      show leds
      [5x5 grid with 3 red LEDs at (1,2), (2,2), (3,2)]
      pause (ms) 20
      show string "stone"
  if Platzhalter = 2
    then
      show leds
      [5x5 grid with 3 red LEDs at (1,1), (1,3), (2,2)]
      pause (ms) 20
      show string "scissors"
  if Platzhalter = 3
    then
      show leds
      [5x5 grid with 3 red LEDs at (1,1), (1,2), (1,3)]
      pause (ms) 20
      show string "paper"
```

The image shows a Scratch script for a Rock Paper Scissors game. It starts with an 'on start' block that displays the text 'Rock paper scissors'. An 'on shake' block sets a variable named 'Platzhalter' to a random number between 0 and 3. The main logic is in an 'on button A pressed' block, which uses three 'if' statements to determine the outcome based on the value of 'Platzhalter'. Each 'if' statement is followed by a 'then' block that shows a 5x5 LED grid with red LEDs in specific patterns, a 20ms pause, and a 'show string' block displaying the corresponding word: 'stone' for 1, 'scissors' for 2, and 'paper' for 3.