

MICRO:BIT DIGITAL PET

Part 1 - Coding behavior

Micro:Bit basics - coding inputs

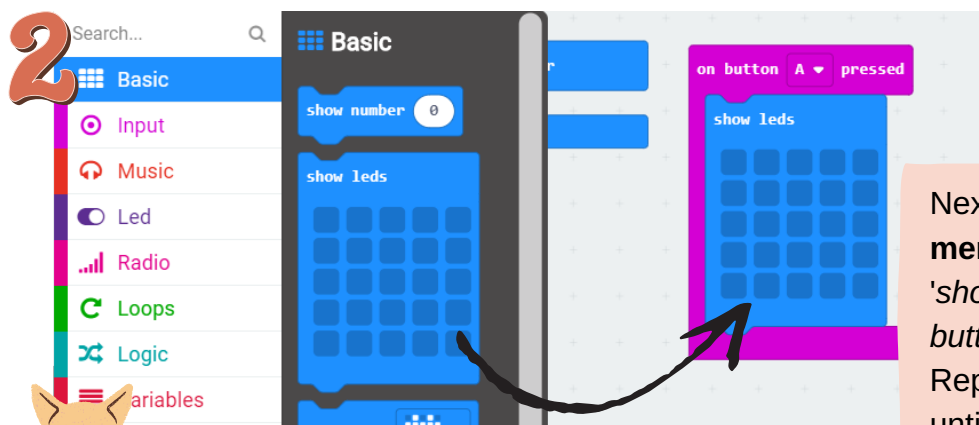


A button = Feed Pet

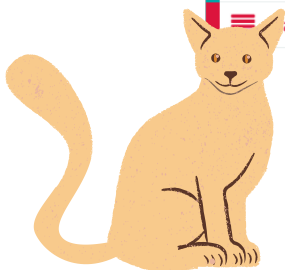
To start let's code our creature to respond when we interact with it. When we press the A button we're going to feed our little friend.

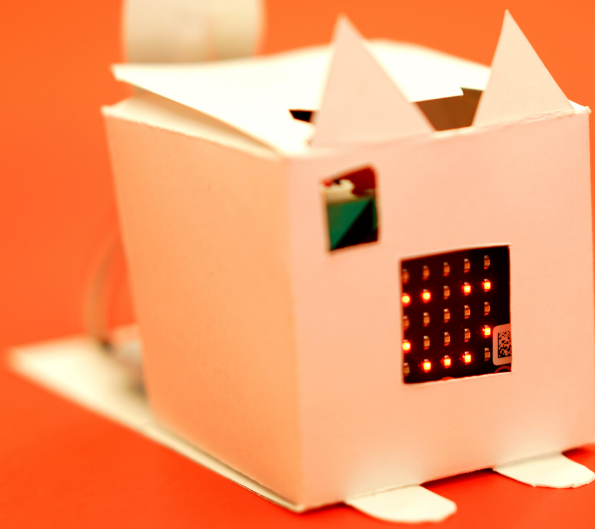


First let's head to the **Input** menu and click and drag the 'on button A pressed' block



Next we're going to the **Basic** menu, click and drag the 'show leds' block into the 'on button A pressed' block. Repeat this two more times until you have 3 led blocks.





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Part 2 - Coding behavior

But what does eating look like?

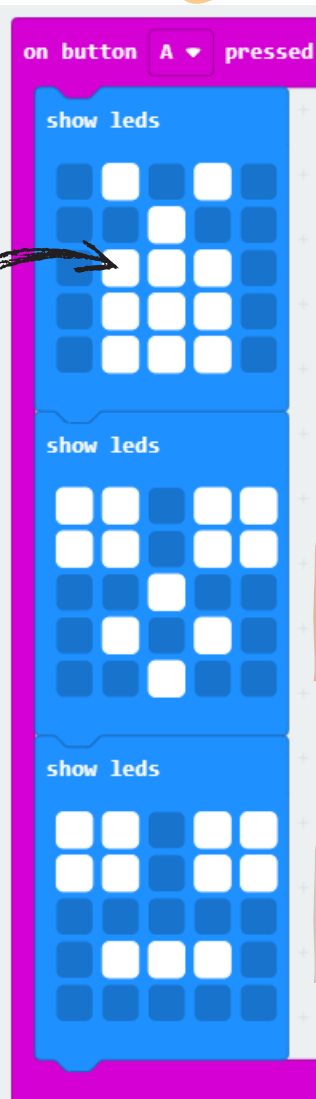
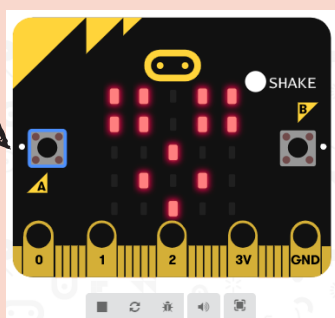


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Now click on the boxes in the led grid to create a piece of fruit and an eating animation

This is just our example animation. If you want to you can make the face look different. Do you want the eyes to be closed while it eats? Do you want smaller eyes? What about a larger mouth? It's all up to you!

Now press the A button on your virtual Micro:Bit to see what happens!



leds screen 1:
A fruit piece

leds screen 2:
Pet eating 1

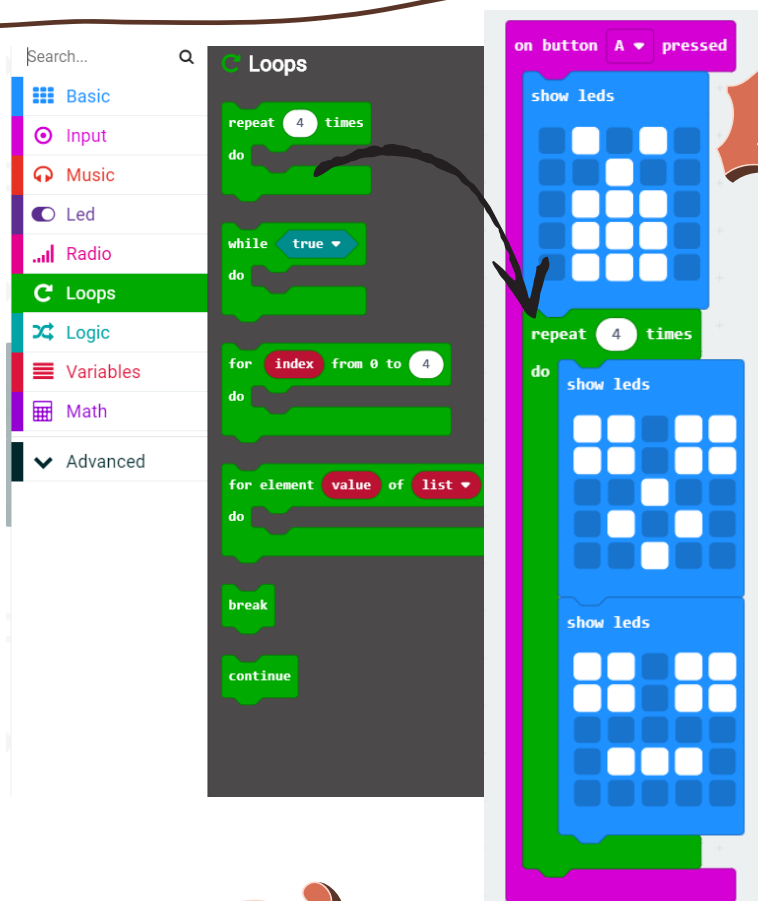
leds screen 3:
Pet eating 2



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Part 3 - Coding behavior

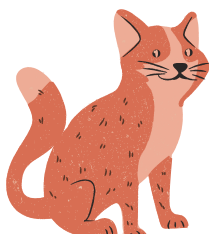
Let's repeat that action!



Now if we press the A button on our virtual Micro:Bit the animation is too fast! To help slow it down we're going to add a loop for the eating animation. To do that head to the **Loops menu** and click and drag the 'repeat 4 times...do' block. Then drag the two eating animations into that block.



Finally, let's show how happy our creature is once it's finished eating! Click and drag another led block from the **Basic menu** and draw in a smiley face.



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Part 4 - Coding behavior

What other inputs can we code?

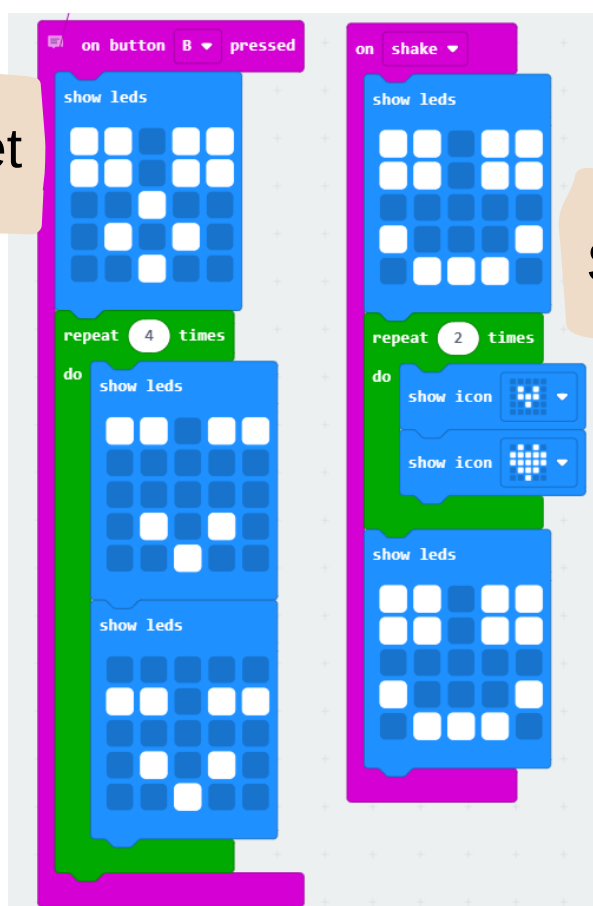


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What other interactions do you want to have with your creature? Why not try coding the button B to stroke your digital friend? Or make it so that shaking the Micro:Bit walks your pet?

Just repeat the steps we did before but use the '*on button B pressed*' and '*on shake*' blocks from the **Input menu**.

Your code might look something like the code below:



B button = Stroke Pet

Shake = Walk Pet

