

## Activity 1 – Rock-paper-scissors game

Cat

```
when clicked
  Reset
  set size to 70 %
  forever
    ask How many games you want to play? and wait
    Reset
    if answer > 0 and round answer = answer then
      repeat until Number of Games Played = answer
        change Number of Games Played by 1
        set Player 1 to pick random 1 to 3
        set Player 2 to pick random 1 to 3
        if Player 1 = 1 and Player 2 = 2 then
          change Paper Win by 1
          change Player 2 Win by 1
        if Player 1 = 1 and Player 2 = 3 then
          change Rock Win by 1
          change Player 1 Win by 1
        if Player 1 = 2 and Player 2 = 1 then
          change Paper Win by 1
          change Player 1 Win by 1
        if Player 1 = 2 and Player 2 = 3 then
          change Scissor Win by 1
          change Player 2 Win by 1
        if Player 1 = 3 and Player 2 = 1 then
          change Rock Win by 1
          change Player 2 Win by 1
        if Player 1 = 3 and Player 2 = 2 then
          change Scissor Win by 1
          change Player 1 Win by 1
        if Player 1 = Player 2 then
          change Draw by 1
        wait 0.05 seconds
      else
        say Invalid input, try again! for 2 seconds

define Reset
  set Number of Games Played to 0
  set Rock Win to 0
  set Paper Win to 0
  set Scissor Win to 0
  set Player 1 Win to 0
  set Player 2 Win to 0
  set Draw to 0
```

## Player 1

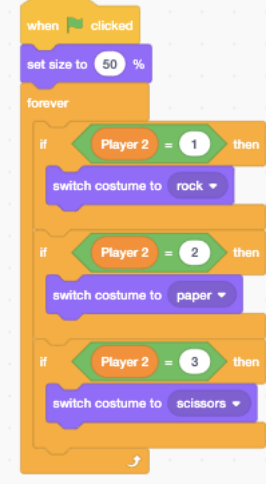


Scratch code for Player 1:

- when green flag clicked
- set size to 50 %
- forever loop:
  - if Player 1 = 1 then: switch costume to rock
  - if Player 1 = 2 then: switch costume to paper
  - if Player 1 = 3 then: switch costume to scissors



## Player 2



Scratch code for Player 2:

- when green flag clicked
- set size to 50 %
- forever loop:
  - if Player 2 = 1 then: switch costume to rock
  - if Player 2 = 2 then: switch costume to paper
  - if Player 2 = 3 then: switch costume to scissors

