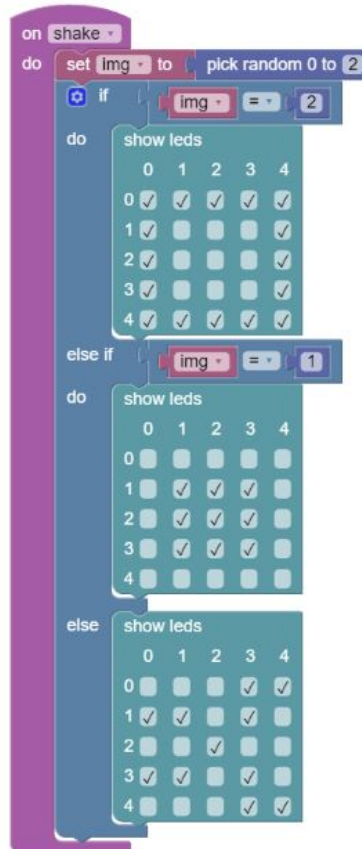


rock paper scissors challenges

Before we get started

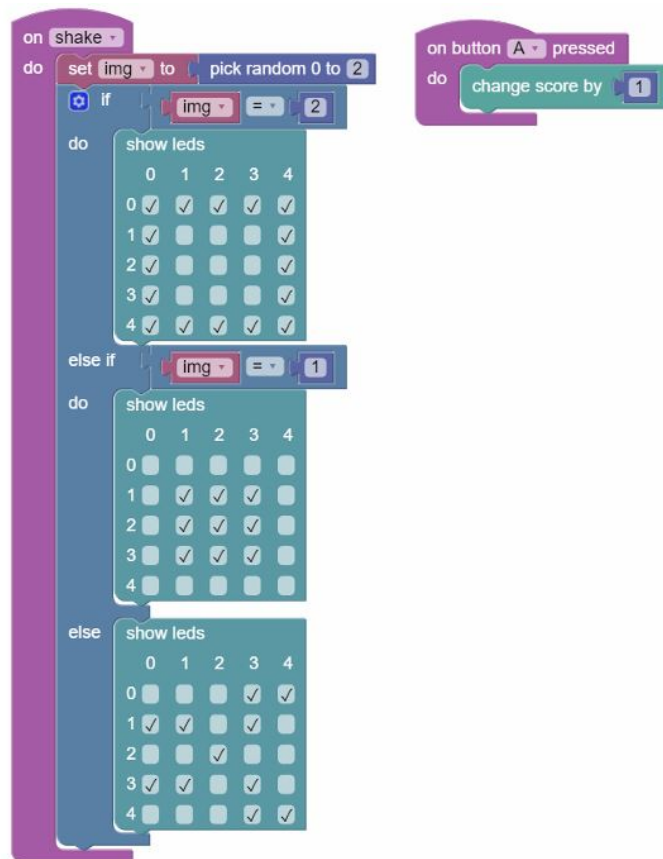
Complete the following **guided activity**

(<https://www.microbit.co.uk/blocks/lessons/rock-paper-scissors/activity>),
your code should look like this:



Challenge 1

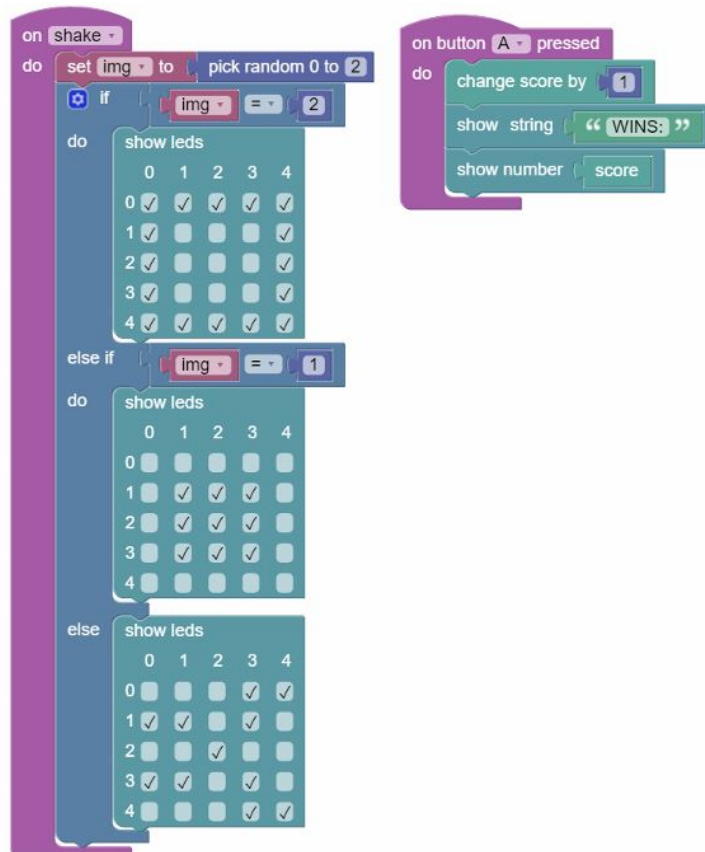
When the A button is pressed, increment the score by 1. You can select Game drawer then add change score by 1.



- Click *run* to execute your code in the simulator

Challenge 2

After incrementing the score, display the total number of wins you have.



- Run and compile the code to see if it works as expected.

Challenge 3

You have successfully tracked and displayed the number of wins on the BBC micro:bit! However, what about losses? Use the Game drawer to change score by -1 when button **B** is pressed.

- Run and compile the code to see if it works as expected.

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