



1 - Games

Added libraries:



Tone

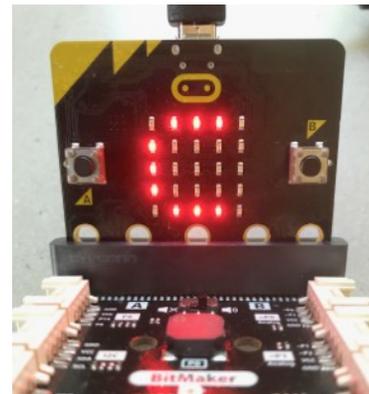


NeoPixel

This game lets you create and play short tunes. Select piano keys as letters with button A (where _ is a rest). Store them using button B, then press A+B to play the list of notes as a tune. Shake to reset.



Select note



Store note



```

when started
  reset
  set beat to 500
  set octave to 0
  set notes to CDEFGAB_
  set tune to list E D C D E
  E E _
  play-tune

when button A+B pressed
  play-tune

when button B pressed
  add item key of notes to list tune

when button A pressed
  change key by 1
  if key > 8
    set key to 1
  display character item key of notes

when acceleration > 280
  comment shake to erase tune
  reset

define play-tune
  for note in tune
    if note = _
      comment rest for a beat
      wait beat millisecs
    else if
      display character note
      play note note octave octave for beat ms

define reset
  set tune to list
  set key to 1
  display character C
  
```

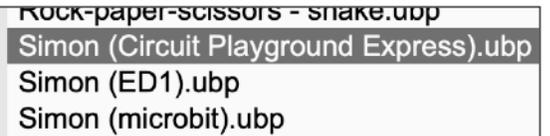
Create five variables: beat, key, notes, octave, and tune.

A sample tune plays when you start the script. Can you add more notes to the song?



2 - Simon

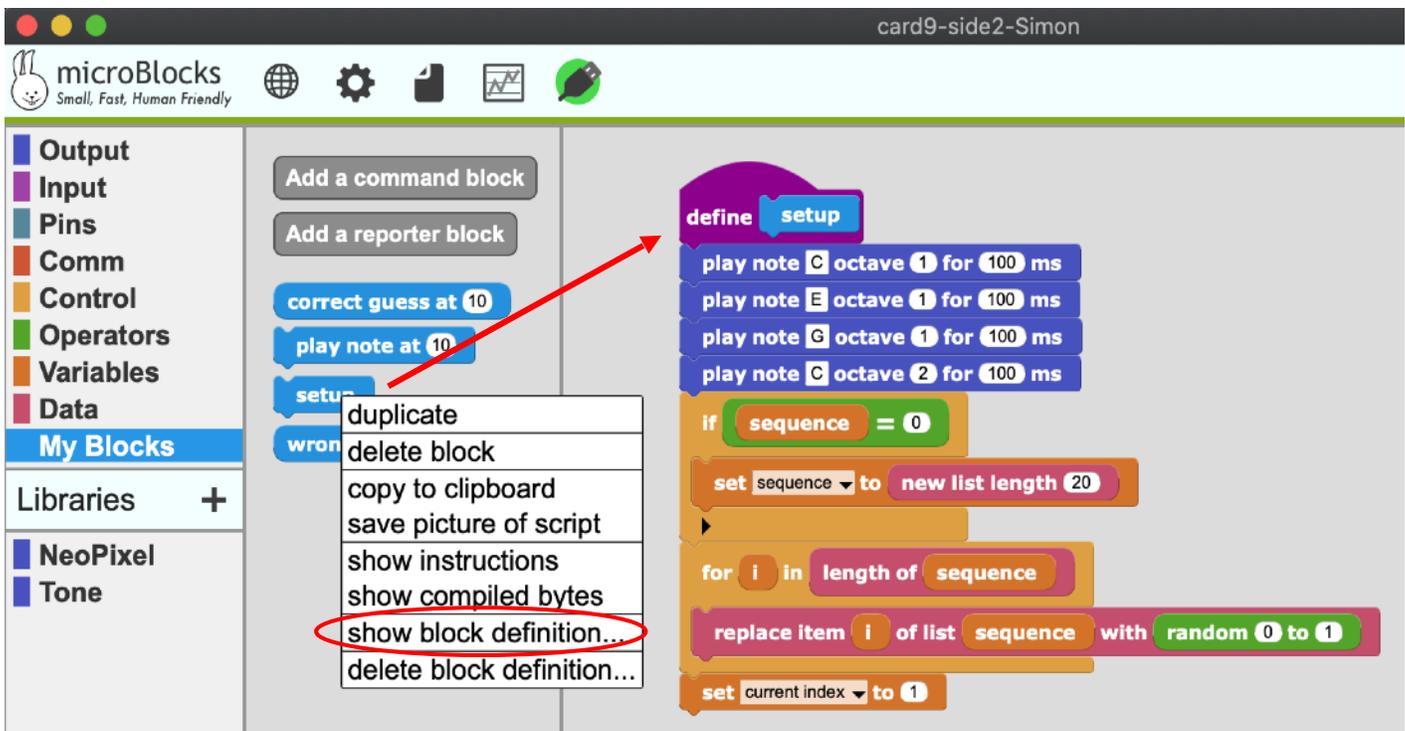
From File > Open, in the Games folder, load “Simon (Circuit Playground Express)”.



To update it for micro:bit + BitMaker, edit the NeoPixel setup block in the “when started” script to attach 4 LEDs to pin 13. Then start the script and get ready to play!



The four custom “My Blocks” functions are hidden by default. To see them, right-click and select “show block definition...”. The “setup” function generates a random sequence of 0’s and 1’s representing a tone/color pair. If you can “play back” over 10 in a row, you win!



Challenge: Try modifying other games to add music and colored LEDs to the fun.