

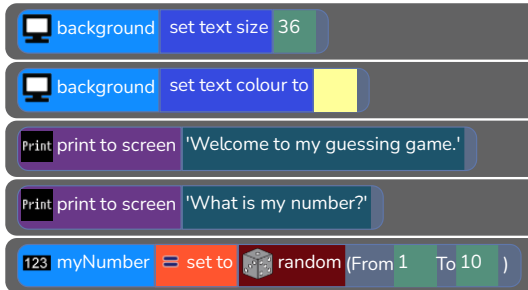
A Number Guessing Game in 2Code

In your 2Dos, you will find this guessing game.

Start the 2Do and read through the code with your class and teacher.

Can you recognise these three main sections and say how they work?

Section 1 – Setup



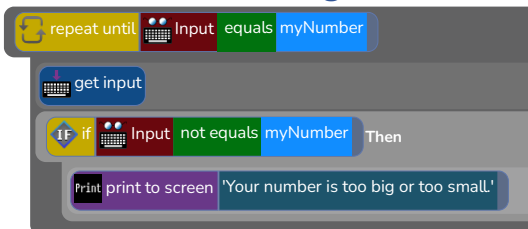
Set the screen properties.

Print a welcome message.

Print the question.

Use the screen object myNumber and set it to a random number between 1 and 10.

Section 2 – Checking the Guess



Keep **repeating** until the input equals myNumber

Get some more input

Compare the input to myNumber

If the guess was not equal to myNumber

Print a message that the guess is wrong.

Section 3 – Congratulating the User When They Guess Correctly



Print a message that the guess was right.

Change the background colour.

Play a sound.

Stop.

Challenges

The number users are trying to guess is on the screen. It's a giveaway!

How could we hide it? Try out your ideas.

If the user guesses correctly, we change the background colour and play a sound.

How could we do the same kind of thing when their guess is incorrect? Try out your ideas.

If the user is incorrect, we tell them that their number is too big or too small?

How would code like this help? Where would you put it? Try out your ideas.

