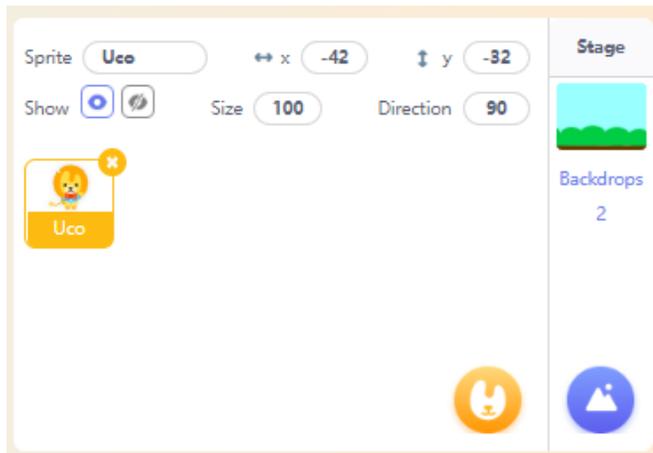


Topic: Interacting Sprites, Gamification, Patterns

Short Description: In this lesson, you will be able to code your own game of Rock, Paper, Scissors using uCode.

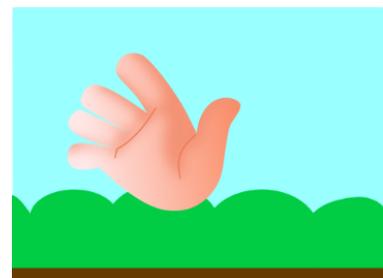
Steps:

1. Open [uCode](#) in a web browser. Google Chrome is preferred.
2. Click the **Choose a Backdrop** icon at the bottom right of your screen. Select any background that you like. Our example will show **Blue Sky** as our background. 
3. Look at your **Sprite Pane**. You should see Uco listed as a sprite. Remove Uco as a sprite by clicking the X next to his image.

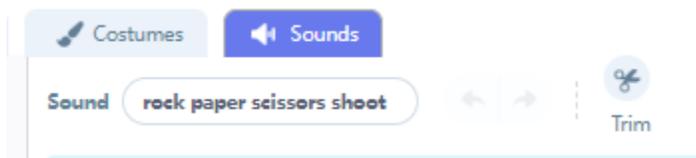


4. Now it's time to select your sprites. Click the **Choose a Sprite** menu at the bottom right of your screen, and search for rock. Choose the **Rock, Paper, Scissors** sprite. 

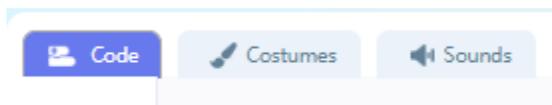
5. Move this sprite to the left side of your screen.



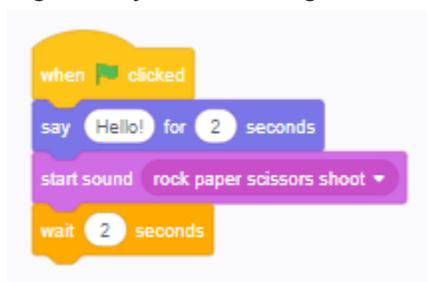
6. Look in the **Events** drawer. Click the **when green flag is clicked** block and drag to the coding area.
7. Next, go to the **Looks** drawer and find the **say for seconds** block. Bring this to the coding area and connect it underneath your start block.
8. From the **Sound** drawer, click and drag the **start sound** block to join your current code. Click the arrow next to sound within the block and choose **record**. Record yourself saying, "Rock, Paper, Scissors, Shoot!"
9. Save and then rename your sound recording.



10. Go back to the coding area by clicking on the **Code** tab at the top left.



11. Click the drop down within your **start sound** block and select your recording.
12. Find the **wait seconds** block in the **Control** drawer and add it to the bottom of your code. Make sure you connect it to your other blocks. Adjust the time for this block to align with your recording. Your code should look something like this:

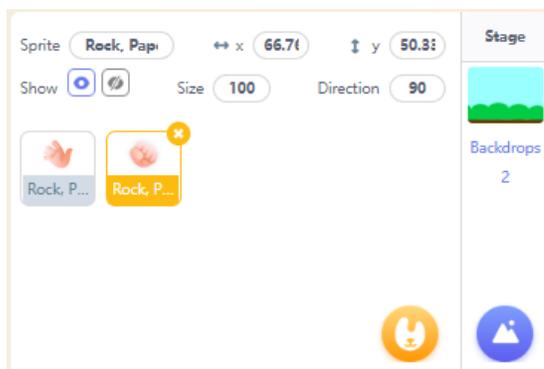


13. Test your code to see what happens. Adjust as needed.
14. In the **Looks** drawer, find the **switch costume to** block and add underneath the previous blocks. From the drop down, choose stone (rock), paper, or scissors.
15. Now you're going to add another **wait seconds** block, followed by a **start sound** block, selecting your recorded sound.
16. Follow this block with a **wait seconds** block and then another **switch costume to** block, this time selecting one of the two options you didn't select earlier. Complete this block pattern until you have a switch costume block for rock, one for paper, and one for scissors.
17. Test your code to ensure the timing makes sense. Adjust as needed.

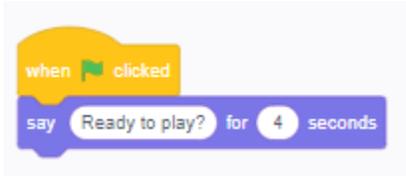
18. Now it's time to add in the other hand. Repeat Steps 4 and 5, this time placing the hand on the right side of the screen.



19. Once your second hand has been added, you can toggle between the two sprites in the **Sprites Pane** by clicking on each image. The one highlighted in yellow is the sprite you are currently coding.

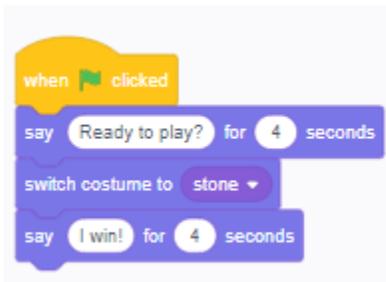


20. Start the code for the right hand with the same two blocks you used for the left. This time, change “Hello!” to “Ready to play?”



21. Test your code, adjust the time as needed.

22. This code for the right hand is going to be a little different than the one for your left hand. For this code, add in a **switch costume** block followed by a **say for seconds** block. Select one of the costumes from the drop down.



23. Look at which costume this correlates with for the left hand. If your right hand selection will beat the left hand, replace “Hello!” with “I win!” If your selection does not beat the left hand costume, change “Hello!” to say “I lose.”

For example, if your left hand starts with the scissors costume and the first costume for your right hand is stone, you would type “I win!” because stone beats paper.

24. Repeat this block pattern two more times, paying attention to what costumes you selected for both hands.

25. Test your code. If the timing is off, feel free to change the time listed in the **say for seconds** block or add in a **wait seconds** block from the **Control** drawer.

26. Now play! Share your code with a friend!



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