

Emoji Race

Two players are competing clicker race. Each player needs to click one of the Circuit Playground buttons as fast as possible to move their emoji to the bottom of the screen. Whoever gets to the bottom first. The buzzer plays a high note if the red player wins and a low note if the blue player wins.

Draw Your Screen(s)

Draw a quick sketch of the screen(s) you'll need. What design elements will you use? What should their IDs be?



Functions and parameters

Functions

Your events shouldn't have a lot of complex code. Instead, break your program up into the major steps you'll need for to work. The different behaviors you described in your events should help you decide what these steps should be.

Function name	Parameters (Inputs to the function)	How It Changes During the Program (What's the starting value, when will it change?)
startGame()		Resets the players to the top of the screen and changes to the "game" screen
movePlayer()	player	Moves the specified player 10 pixels down the screen
checkWin()	player	Checks to see if the specified player has reached the bottom. If so, set the text of "winner" to the player, switch to the "win" screen, and buzz

Variables vs. values

“player”

refers to an actual value

it could be the id of an object on the screen

it would be a word to display on a label

it is a fixed value

player

is a variable

its value can change

one time it might be “red” another time “blue”

Function parameters

What does this code do?

```
function showWhich(player) {  
  console.log("player");  
  console.log(player);  
  setProperty("winner","value",player);  
  setProperty("picture","icon-color",player);  
  for (var i = 0; i < 10; i++) {  
    colorLeds[i].color(player);  
  }  
}
```

Fix the bug

- Win or Lose, but only once!

```
var winner = false; // global variable at the top of the program
```

```
if (winner == false) // move and check for a winner, then set winner=true  
// otherwise do nothing
```

```
// when resetting the game, set winner = false again
```