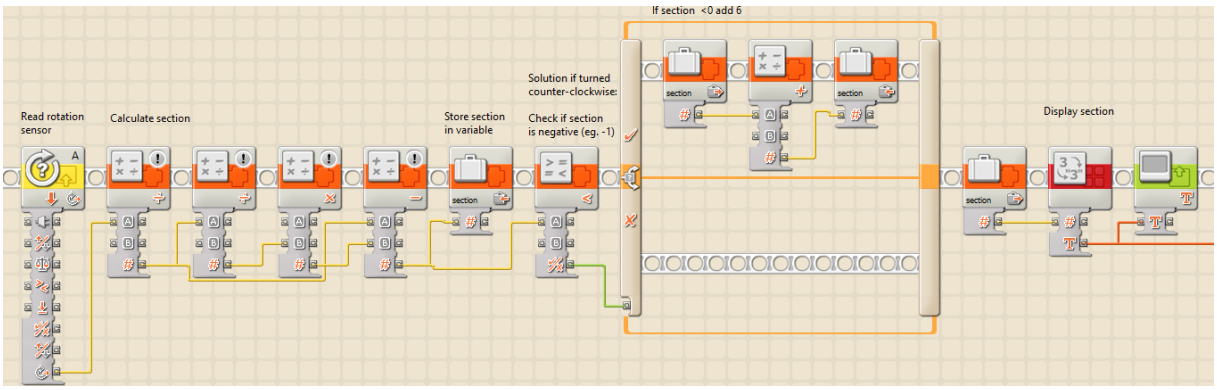
Solution for the MusicMatch game (second Lego assignment)

All .rbt files mentioned here can be downloaded as examples (just click the link).

1. Read rotation sensor and calculate section on the wheel

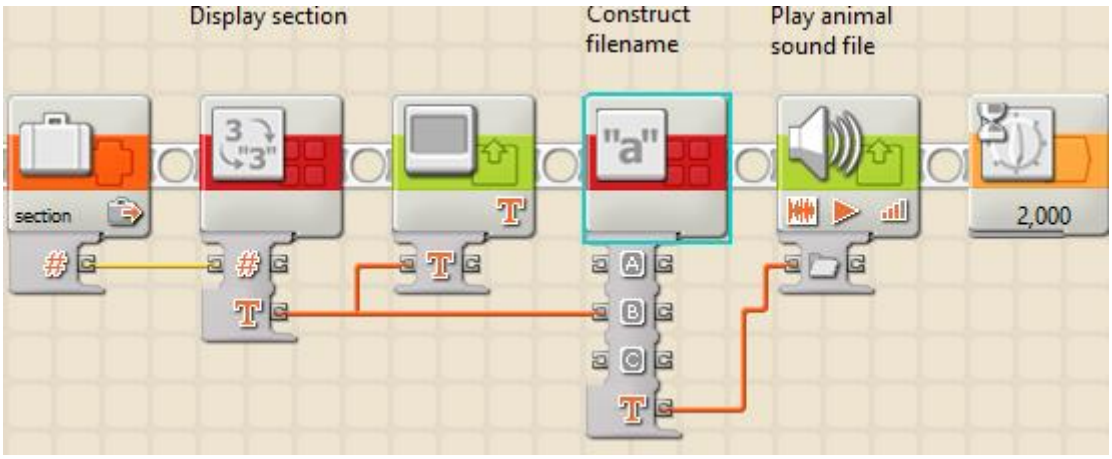
Use the example **section.rbt** given at presentation:



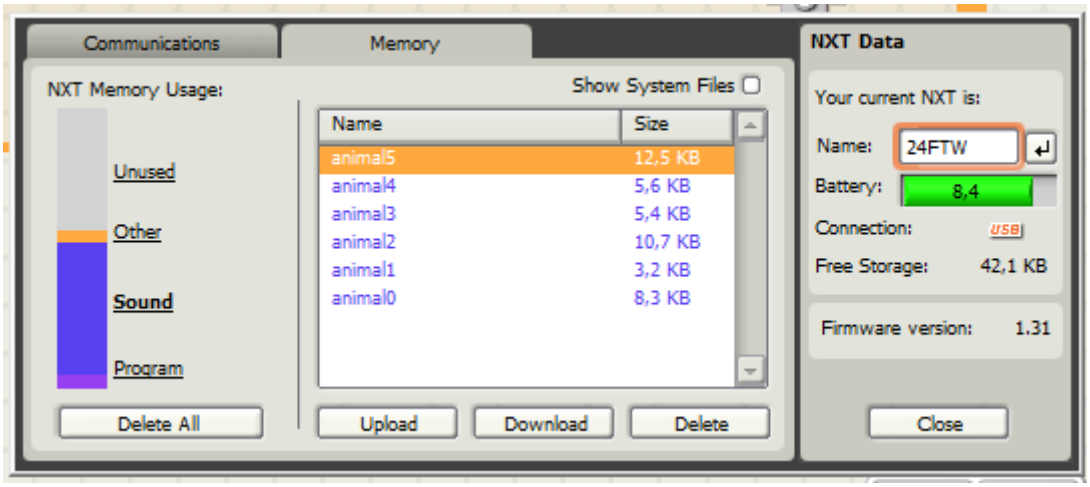
(this example has been updated to also give the correct section when the pointer is rotated backwards)

2. Play the animal sound file for each section.

Construct the name for the sound file and play it:



Before you run the program, put the animal sound files onto the NXT (use Download-button):

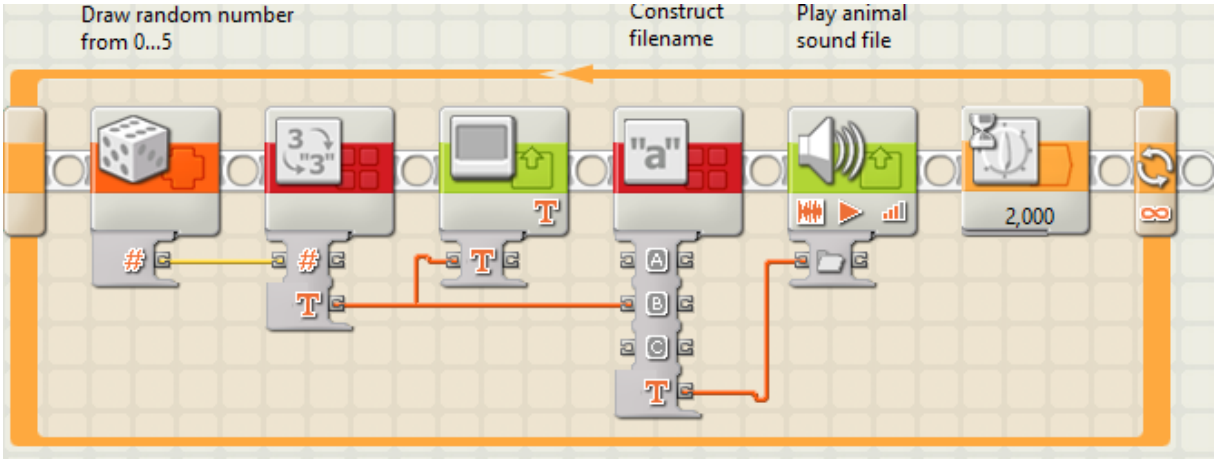


Complete example: **section_play.rbt**

Check if the section, played sound and figures on the wheel match with each other.

3. Draw a random number and play the file

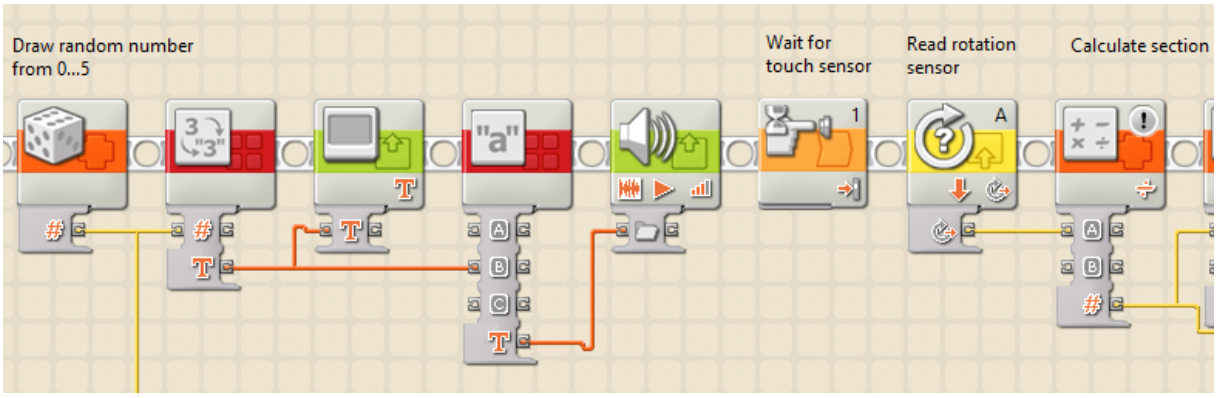
Test how to random play one of the sound files (animal0…5):



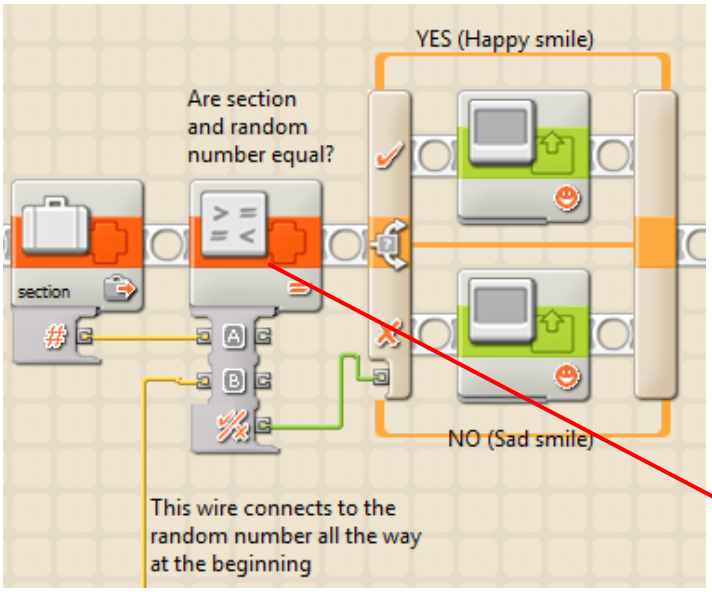
Example: **random.rbt**

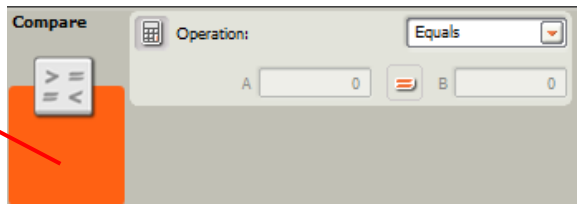
4. Combine all steps

Play a random file, wait for touch sensor, and check if section matches the random number:



Check if section matches random number is the only new part here:





Complete example: [MusicMatch.rbt]