Pi Supply bit:buggy Project 01 - Full speed ahead

Pi Supply bit:buggy Project 01 - Full speed ahead

In this project we are going to create a simple program to show you the basics of how the bit:buggy works, as well as familiarising yourself with the bit:buggy code extensions and Microsoft Make Code. In this project we will move the bit:buggy forward and then backwards.

Connect your hardware

If you haven't done so already, connect the left servo wheel to P1 and the right servo wheel to P2.

Coding

Step 1 - Snap in place the block "go straight at full speed" into the "On start" block. The port number is the actual servo connection port.

Step 2 - Snap into place the "go straight at full speed" into the block "on button A pressed".

Step 3 - Snap into place the "reverse at full speed" into the block "on button B pressed".

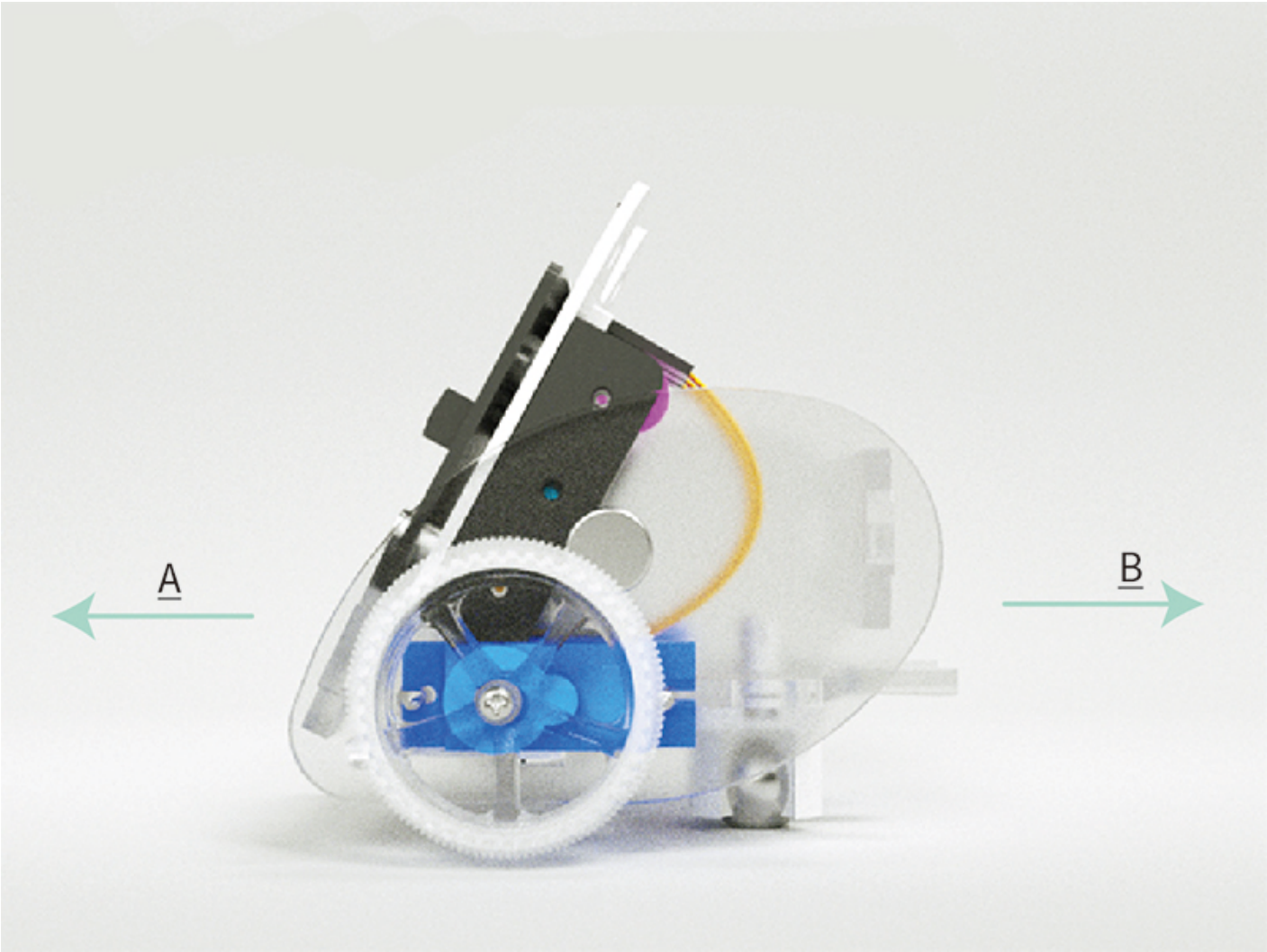
Step 4 - Upload your code to the bit:buggy.

Here is the program link - https://makecode.microbit.org/_LfpWLCDW1Vf4

Action

When button A is pressed, the car will go straight at full speed.

When button B is pressed, the car will reverse at full speed.



Taking it further

How can you make the bit:buggy stop when both buttons are pressed?

Project Examples

- Project 01 - Full speed ahead
- Project 02 - Make a shape
- Project 03 - Turn at an angle
- Project 04 - Here comes the police
- Project 05 - Crazy dance
- Project 06 - Remote control
- Project 07 - Turns over detection
- Project 08 - Light follow

- Project 09 - Remote control by an accelerometer