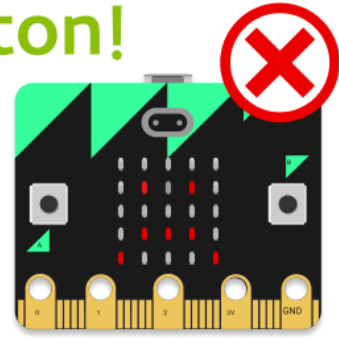


Extension: Wrong Button!

The real bop it game ends if you do the wrong action!

Let's make our game more challenging by detecting incorrect actions!



Task 1.1: That's not Button A!

In our code we have an `if` statement to check if the right button is pressed inside the `if` statement that checks what the action is. We want to do something if we do the *wrong* action.

Let's start by changing the "`button a`" action.

1. Add an `elif` statement in between the `if` statement that checks whether we have pressed `button_a` and the `else` statement.
2. Make the new `elif` statement check whether we have pressed `button_b`.
3. In the new `elif` statement, add a `break`. `break` will end the game by exiting the `while` loop.
4. If you have any other actions, add another `elif` statement after the one you made to check if the player has done the action.

Task 1.2: Do it again!

Now we need to do the same thing for `button_b`, and any other actions!

1. Complete **Task 9.1** for each of the different `actions` your program has.

✓ CHECKPOINT ✓

If you can tick all of these off you have finished this Extension:

- You have new elif statements that check if you have done the wrong action
- You have tried your game and done the wrong action and made sure that the game ends and you see your score
- You have tried doing the wrong action in a couple of different ways (doing button_a when you should have done button_b and the other way around)
- You have tried your game and made sure that if you do the right action, it still works