# Extension: Wrong Button!
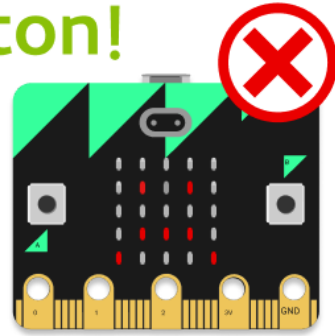
The real bop it game ends if you do the wrong action!

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

## Task 1.1: That's not Button A!

In our code, after we check what action was chosen, we check if the player correctly chose that action or not. Now we want to do something if the player chooses *wrongly*.

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

1. Add an `elif` statement right after the `if` statement that checks whether we have pressed `button_a`.

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.

## Hint - Break or continue?

`break` is similar (but different) to `continue`, it will skip over the rest of the code in the loop, and exit the loop.

`continue` will skip over the rest of the code in the loop, and start again from the beginning of the loop.

## Task 1.2: Do it again!

Now we need to do the same thing for `button_b`, and any other actions!
1. Complete `Task 1.1` for each of the different `actions` your program has.

## ☑ CHECKPOINT ☑

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

☐ If you choose the wrong action the game ends.

☐ You have tried your game and made sure that if you choose the right action, it still works.