# TWO-BUTTON GAME: PART 1

In this lesson, you will remake the two button game from Unit 1. Users click the buttons as fast as they can!

START HERE

1 Open a new project in MIT App Inventor and name the project "TwoButtonGame".

2 Set *AlignHorizontal* and *AlignVertical* for **Screen1** to **Center**.

3 Add 4 **HorizontalArrangements** from the Layout drawer. Set their properties as seen below. Also add a **Clock** component from the Sensors drawer.
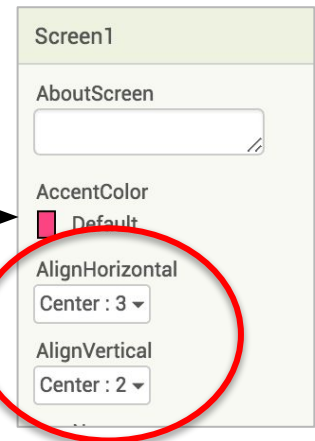
| Drawer	Component	Name	Property	Setting
Layout	HorizontalArrangement	TimerArrangement	*AlignHorizontal* *Width*	"**Center**" "**Fill Parent**"
Layout	HorizontalArrangement	ButtonArrangement	*AlignHorizontal* *Width* *Height*	"**Center**" "**Fill Parent**" **150 pixels**
Layout	HorizontalArrangement	ScoreArrangement	*AlignHorizontal* *Width*	"**Center**" "**Fill Parent**"
Layout	HorizontalArrangement	StartButtonArrangement	*AlignHorizontal* *Width*	"**Center**" "**Fill Parent**"
Sensors	Clock	Clock1	*TimerEnabled* *TimerInterval*	**false** **1000**

ADD MORE USER INTERFACE COMPONENTS

4 Drag in the following components to the corresponding HorizontalArrangement:
- ○ TimeArrangement - 2 labels
- ○ ButtonArrangement - 2 buttons
- ○ ScoreArrangement - 4 labels
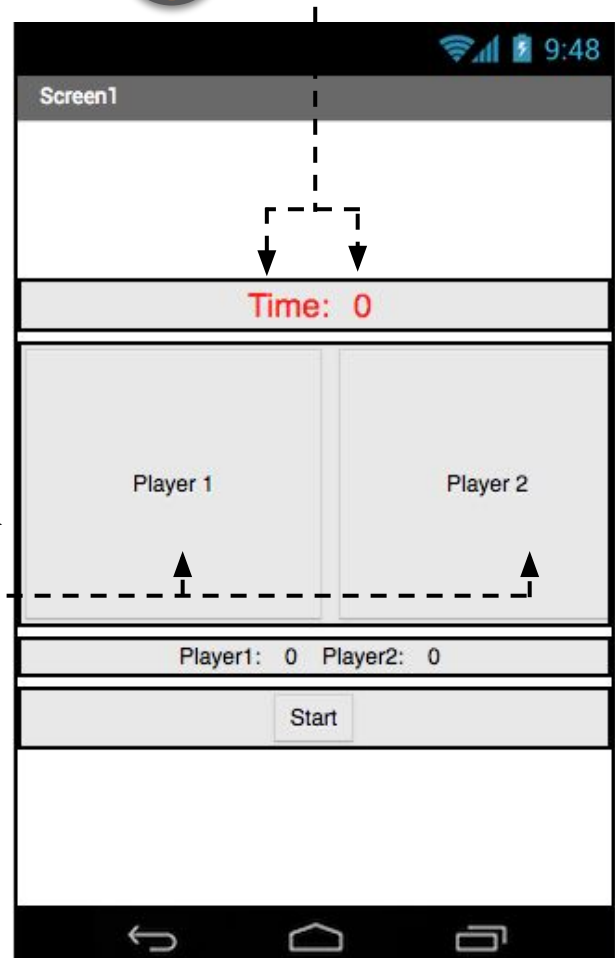- ○ StartButtonArrangement - 1 button

5 Name each new component as shown below.
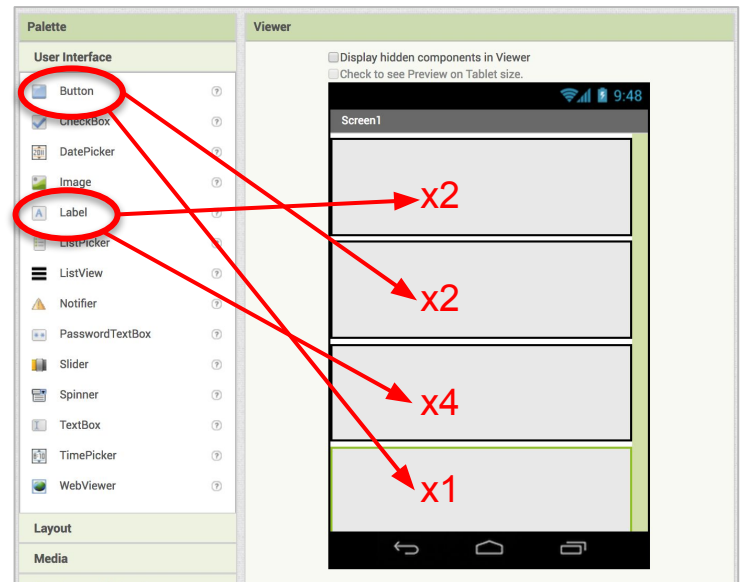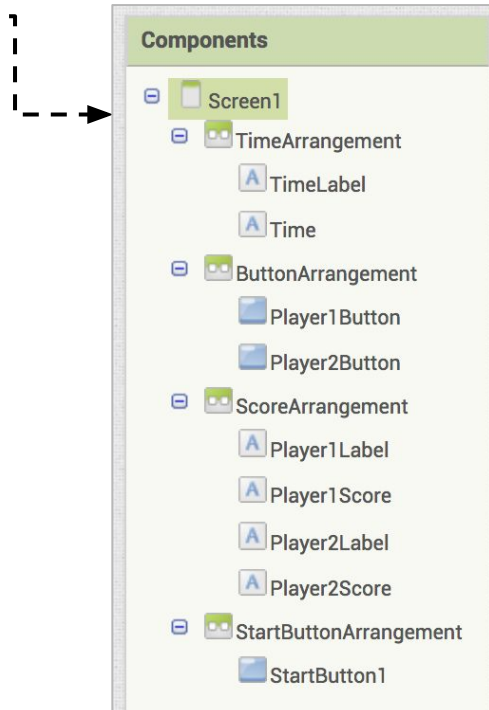
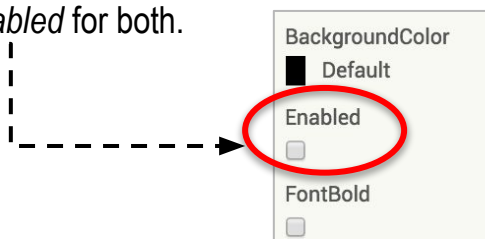**6** Change the *TextColor* for these labels to **Red**.

7 Set the *Text* property of each component so the final User Interface looks like this.

8 Set the *Height* property for these two buttons to **150 pixels**, and the *Width* property to **50 percent**. And uncheck *Enabled* for both.
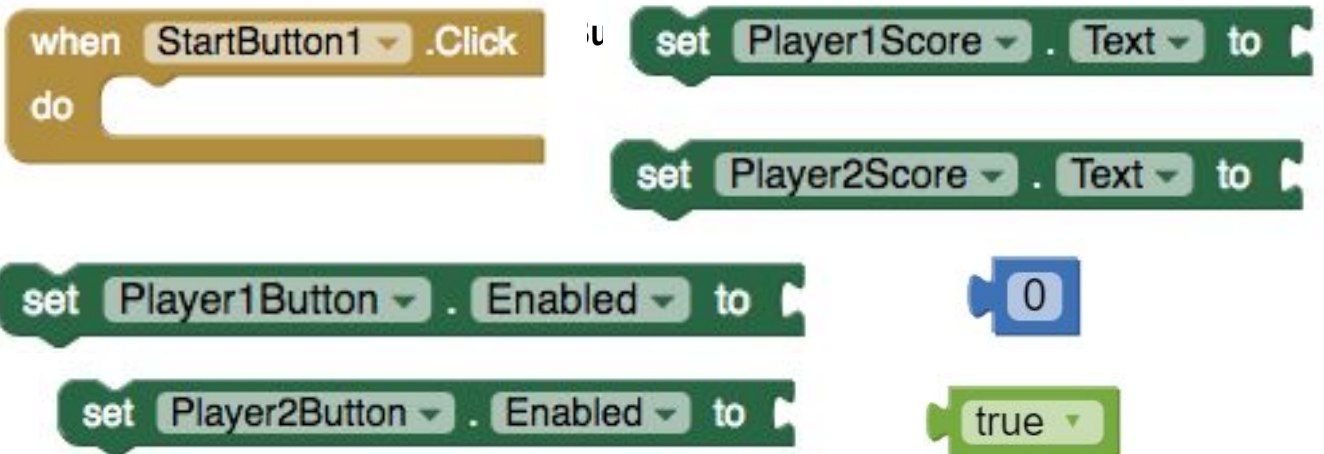
START BUTTON

9   Switch to the Blocks editor from the Designer – – – – ►

**10**   When **StartButton1** is clicked, the following should happen:
- **Player1Score** and **Player2Score** should be reset to zero.
- **Player1Button** and **Player2Button** should be enabled so players can
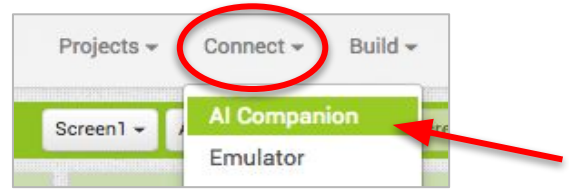

PLAYER BUTTONS

11   Code the **Player1Button** and **Player2Button.Click** events. When a player clicks the button, increase the corresponding score by 1. Use the blocks below.

3

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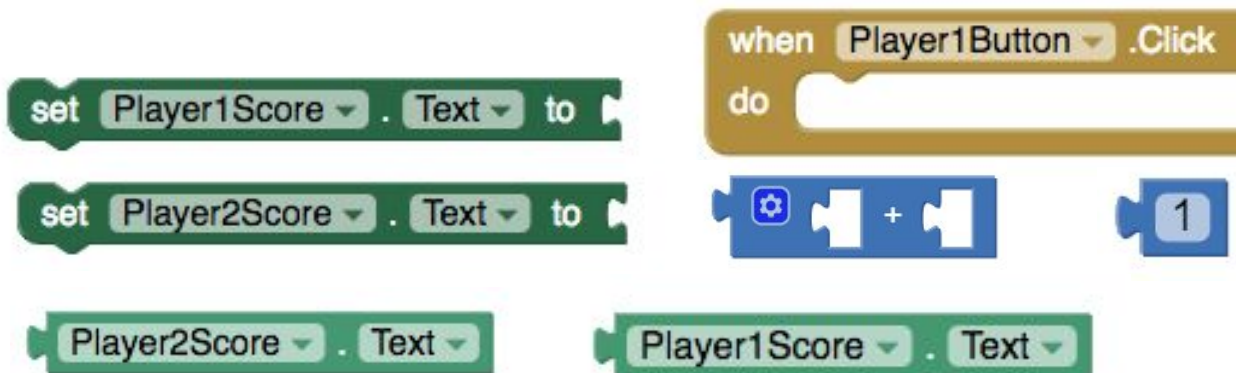
TESTING!

12 Now test your app by connecting to the MIT AI2 Companion. Start the game and press both buttons. Do the scores update correctly?

TWO-BUTTON GAME: PART 1

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts learned in this lesson.

Two-Button Game
1. Events:
3. Naming:
4. Operators:

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