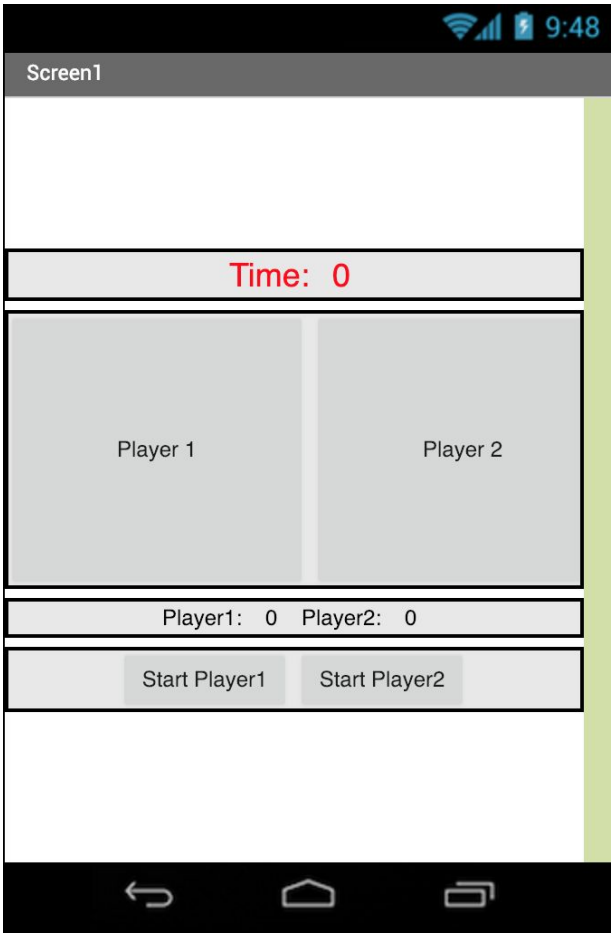
TWO-BUTTON GAME

In this unit, you will make a simple two button game to play against an opponent on different devices!

DESIGNER

1 Using Layout and User Interface components, create an interface as shown below. You will need some additional non-visible components too.



THE APP CHALLENGE

It is suggested to get this game working on a single device, as follows:

- ❑ This is a two player game. Player 1 clicks the Player1 Button and Player 2 clicks the Player2 button. Whoever clicks more times in the allotted game time wins.
- ❑ Pressing the Start Button starts the game. This version just needs one Start Button.
- ❑ There is a countdown timer that counts down from 10. When the timer gets to 0, the game is over.
- ❑ Both players' scores are displayed during the game.

Once the game works correctly on a single device:

- ❑ Use CloudDB to make this a two player game over two devices.
- ❑ Start Player1 Button starts the game and countdown timer for Player1 on their device.
- ❑ Start Player2 Button starts the game and countdown timer for Player2 on their device.
- ❑ As each player clicks their respective Player Button, it increases their score on their device, and stores it in CloudDB, so their opponent receives their updated score.
- ❑ When each player receives notification that their opponent's score has been changed in CloudDB, they update the score on their device.
- ❑ Timer works the same as in the single device game - when time goes to 0, game is over.

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COMPUTATIONAL THINKING CONCEPTS

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

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