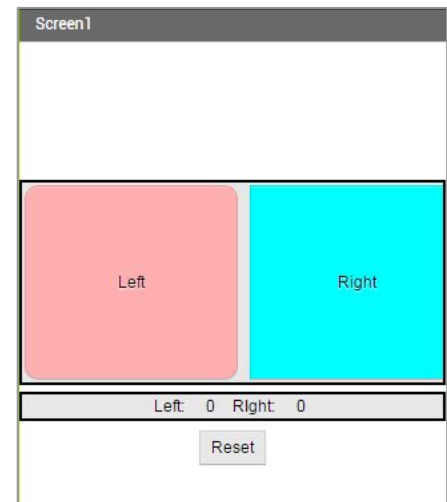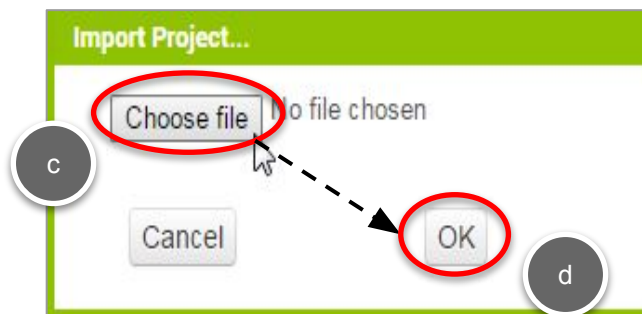# TWO BUTTON GAME
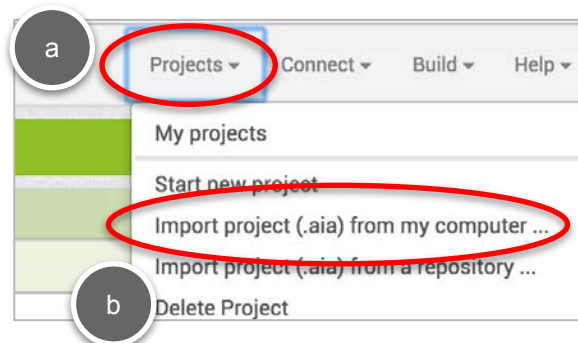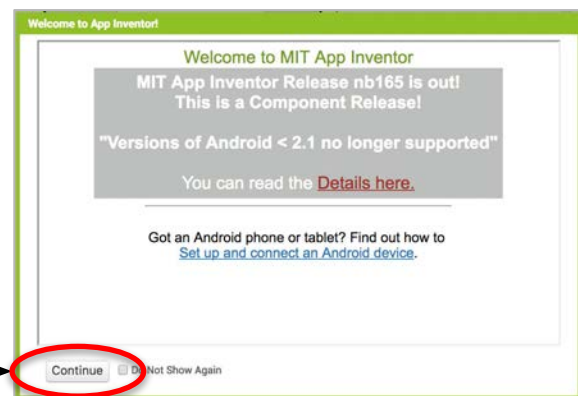
In this activity you will update some features of this simple button clicking game.

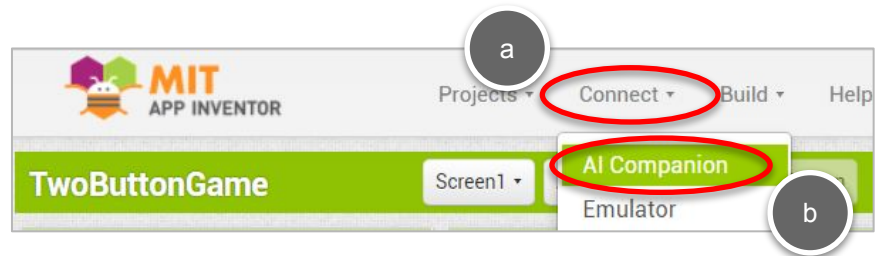## START HERE

1 Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu).

2 Log in with your Gmail address and password, or use the one supplied by your teacher.

3 Read the announcements, then click "Continue."

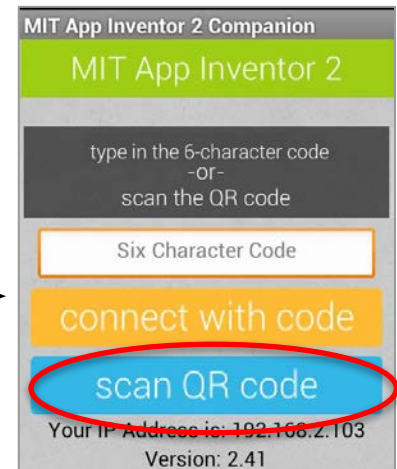**4** Import the TwoButtonGame.aia file provided by your teacher.

LET'S RUN THE APP!
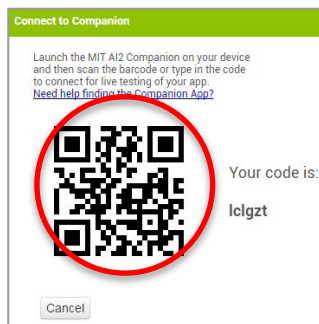
5 Under the **Connect** menu, choose **AI Companion**.

6 On your tablet or smartphone, run the **MIT AI2 Companion** app.

7 Click the blue **scan QR Code** button.

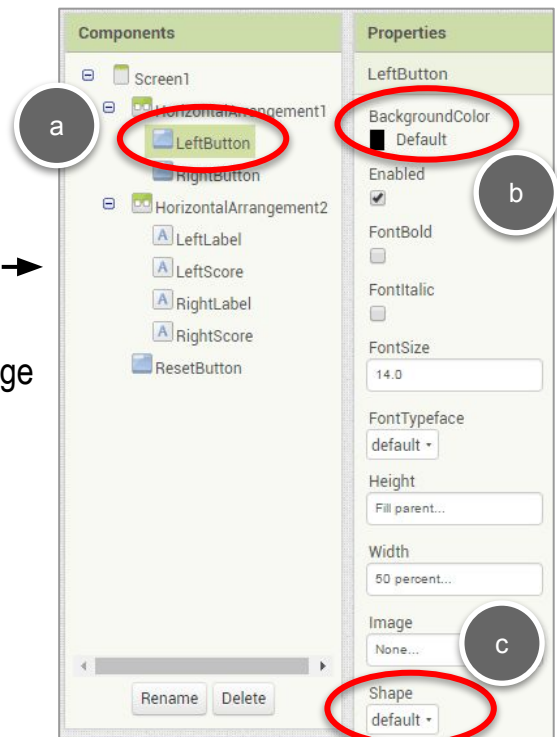**8** Scan the QR code on the computer screen with your device.

9 Make sure you are in the Designer window by clicking on the **Designer** button at the top right of the screen.

10 Click on **LeftButton** in the Components panel and change the properties as follows:

BackgroundColor: any color you like

Shape: rounded

11 Change the **RightButton** in the same way**.**
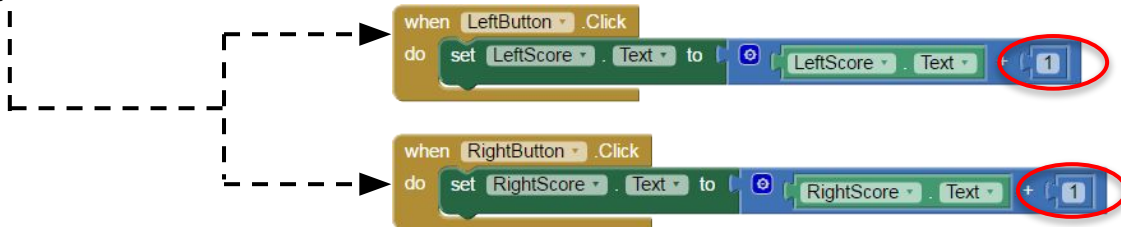
LET'S CONTINUE

12 Make any other changes that you want.

For example, how could you make the **ResetButton** larger?

13 Look at the app on your smartphone or tablet. Notice how the app changes when you make a change in App Inventor.

14 Click the **Blocks** button and go to the Blocks Editor.

15 In the **LeftButton.Click** and **RightButton.Click** blocks, change the number to any number other than 1.

16 Play the game again on your smartphone or tablet to see the changes!

Viewer

Display hidden components in Viewer
Check to see Preview on Tablet size.

Components

- Screen1
  - HorizontalArrangement1
    - LeftButton
    - RightButton
  - HorizontalArrangement2
    - LeftLabel
    - LeftScore
    - RightLabel
    - RightScore
  - ResetButton

Rename   Delete

Media

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