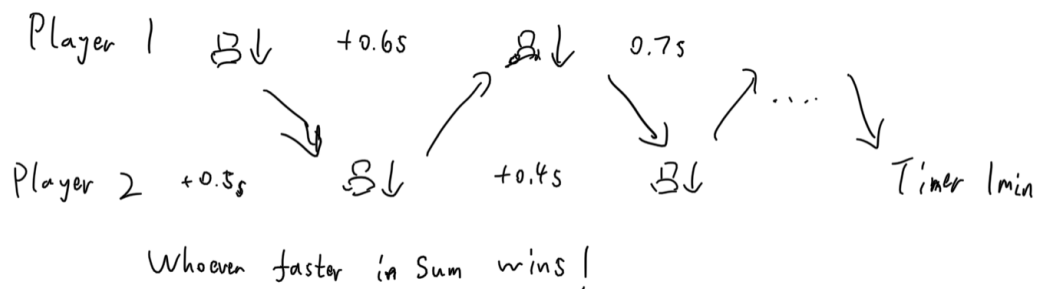


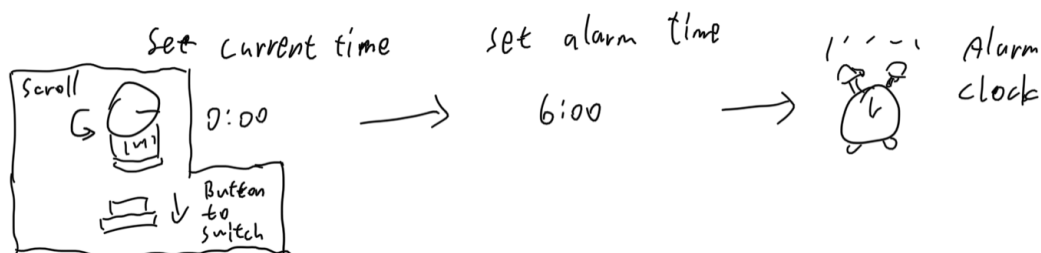
## Lab 2 Prelab

Please come up with 10 ideas of what you could do. They *do not* need to be potential market blockbusters. They *do* need to be things you feel like doing next week. You will also be asked to film one of your classmates trying out your idea, so pick things one of your classmates will be comfortable doing on film. Draw sketches with each of your ideas.

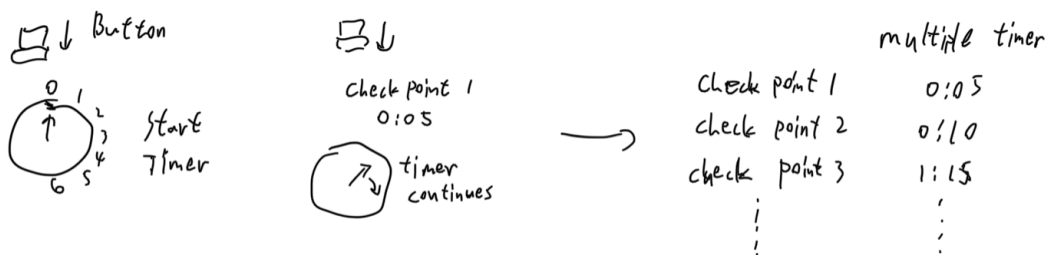
1. Hot potato. Two players with two buttons, after they pressed and released together, the timer begins added to player 1, then he must press to handle the "Hot potato" to player 2, his timer would stop after pressing button, while timer of player 2's timer will start, then player 2 has to press the button to return the "Hot potato", to make his timer stop. If anyone press the button twice, he loose. The game will last 1 min, and if no one loses, the one who has less time on timer wins.



2. Make an alarm clock by setting up current time and alarm clock time.



3. Multiple timer. Press button to stop timer multiple times.



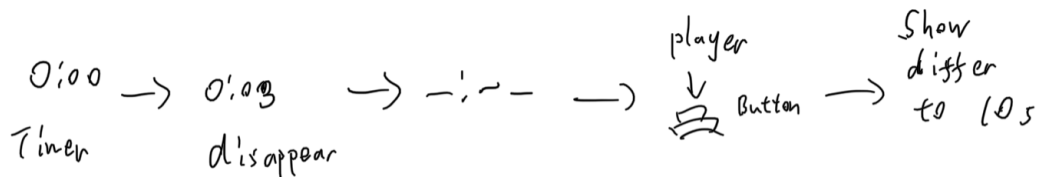
4. Guess time. Press to start a timer, but you can't see the number, and press

to end the timer. Then use the scroller to guess how many second has passed.

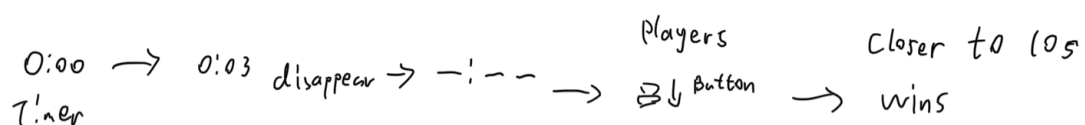
Button



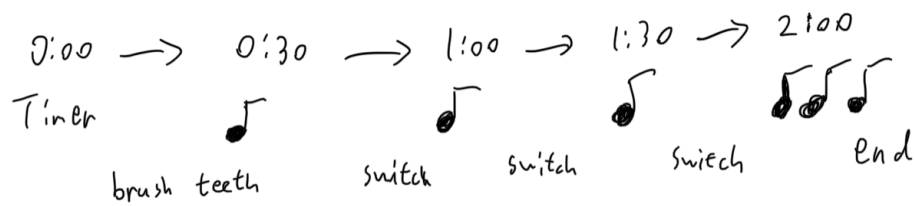
5. Guess time V2. Press to start the game, the timer will only show in first 3 seconds. Then player can press to stop timer without checking the time. The player should try to make the timer stops as close as possible to 10 seconds.



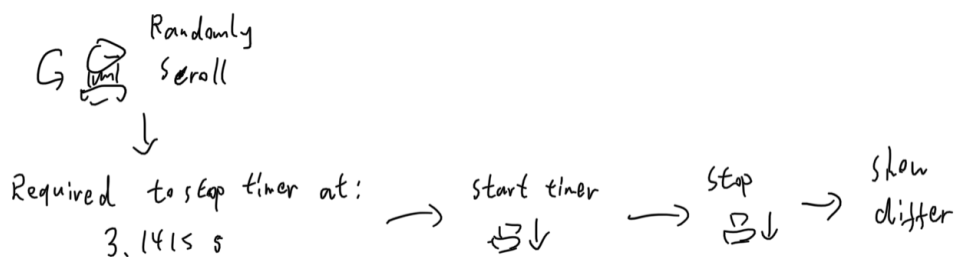
6. Guess time competition. Press to start the multiple game. Enter number of players, then start the timer without showing the time. Each player has a button, that pressing the button would stop their own timer. Whoever have timer close to 10s wins.



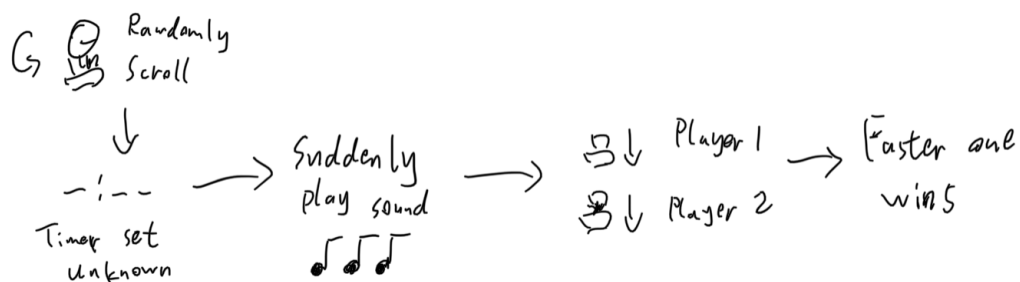
7. Tooth brush tool. Simply press the button when you start brushing teeth, it will alarm you every 30s to remind you switch direction. When finishing, different sound will be made.



8. Exact timer. Simply a timer, but showing in millisecond. Player will start and stop the timer, but need to make the timer stop as close as possible to a random required time, like stop at 3.1415s (Random number can be generated by randomly scroll the switch).



9. Who is faster. Two players with two buttons, after randomly scroll the switch and start the game, it will suddenly play a sound, whoever press the button first after the sound will win, if press the button before the sound will lose the game.



10. Fastest double click. Two players with two buttons, with each buttons a timer. Each player double click the button, whoever click it faster win.

⌘ ↓ ↓ Player 1 → ⌘ ↓ ↓ Player 2 → Faster one  
Double Click Double Click Wins  
0.50s 0.45s