TWO-BUTTON GAME: CHALLENGE

Here are some HINTS to help you do some of the challenges

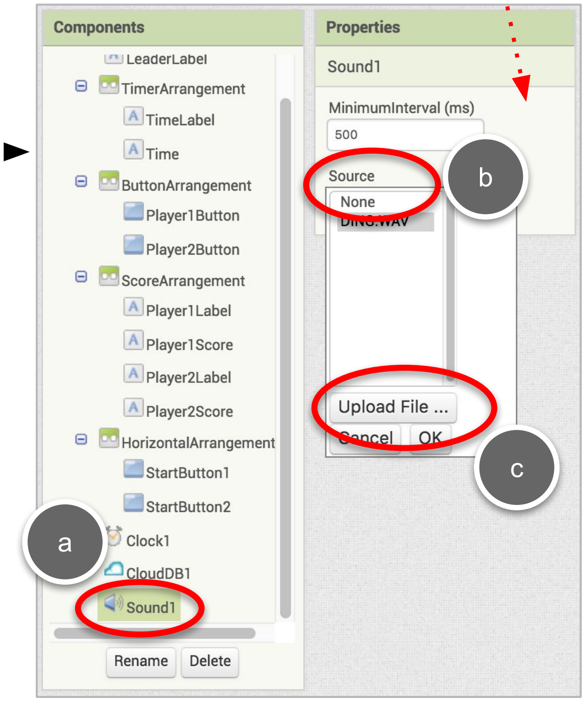
ADD SOUND

You can use a Sound component from the Media drawer. The Sound component works just like the Player component, but is usually used for short sound files.

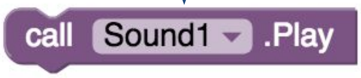
1 Add a Sound (or Player) component. Remember that it's non-visible so you won't "see" it on the Viewer.

2 Find a sound, like this DING.WAV and download it to your computer.

3 Upload your sound file and set it as the component's Source file.



4 In the Blocks Editor, add Sound1.Play where you want the sound to play. Perhaps when a user clicks their button?



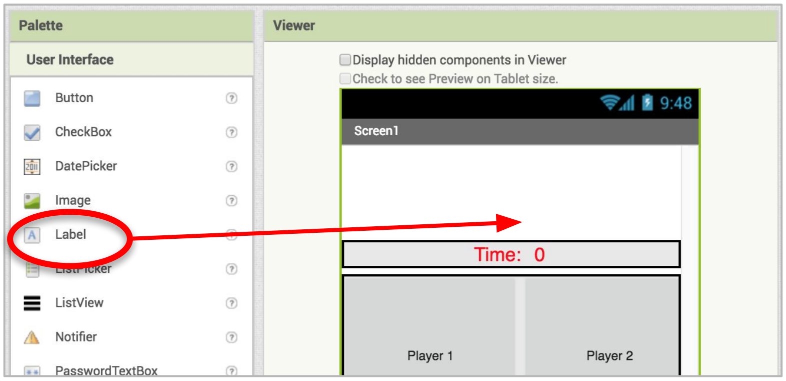
```
call Sound1 .Play
```

5 You can use more than one Sound component if you want different sounds to play for each Player.

DISPLAY LEADERBOARD

How about showing the players who is in the lead while the game is being played? And also displaying who the winner is?

1 Add a **Label** somewhere in your user interface in the Designer. Name it appropriately.

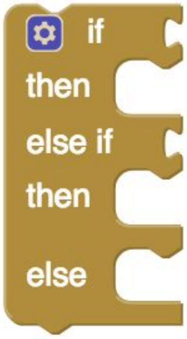


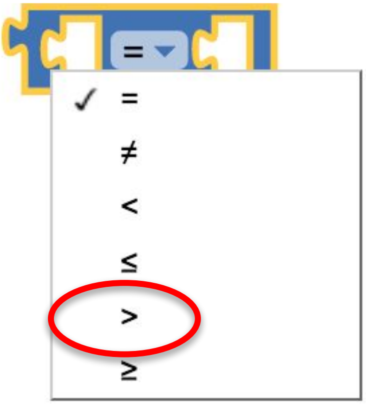
2 Use an **if-then** block to test who is leading. Depending on who is leading, set your Label appropriately.

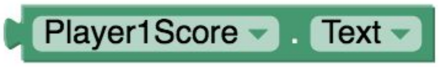
You need to cover 3 possible conditions:

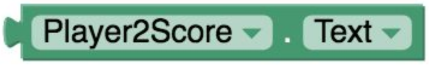
- Player 1 leads
- Player 2 leads
- it's a tie.

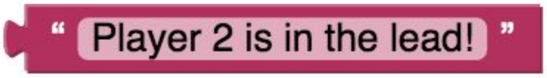
es.

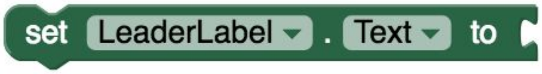


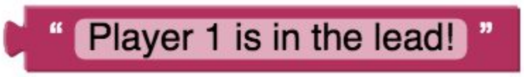


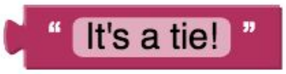




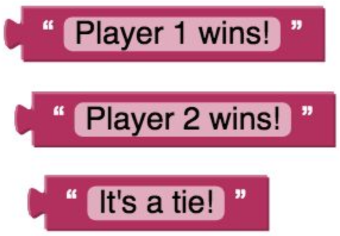








3 You can use the same **if-else-if-else** block for the end of the game. You can Duplicate the entire block and just change the text blocks slightly. - - - - - - - - - - - - - - ►

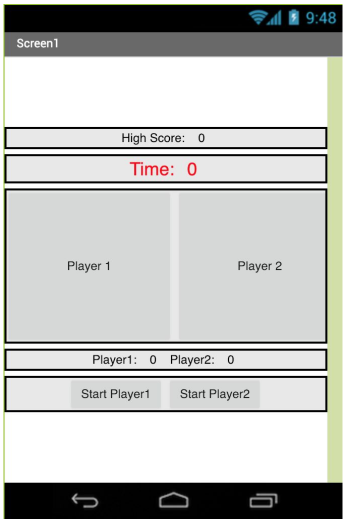


4 Don't forget to test out your new features! Listen for your sounds and look for the updates in your new Label.

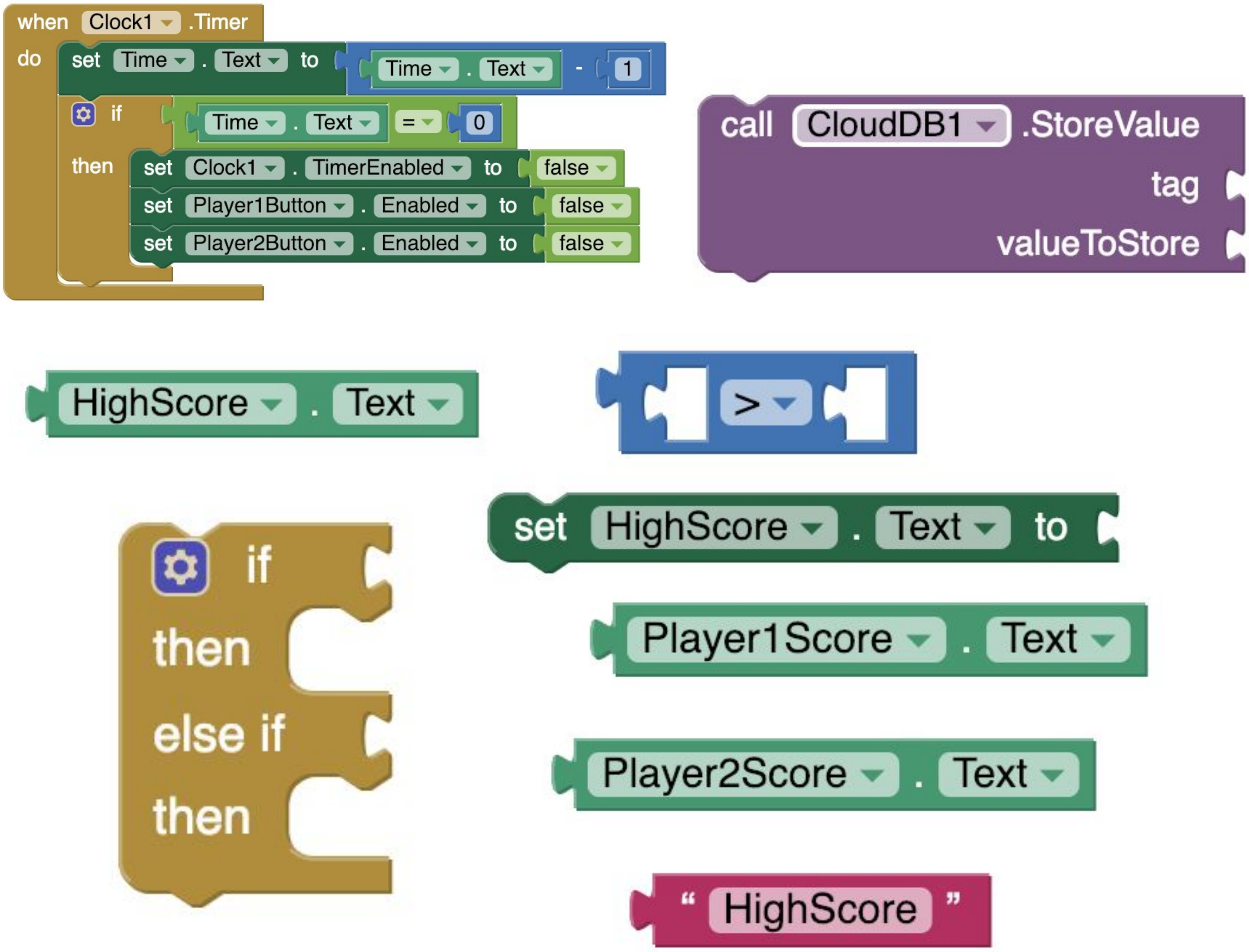
DISPLAY HIGH SCORE

Since you're competing against friends over devices, it would be fun to display the high score of all time.

1 Add a **HorizontalArrangement** and two **Labels** for high score somewhere in your user interface in the Designer. Name the components appropriately.



2 In the **Blocks Editor**, when the game is over, check if either Player 1 or Player 2's score is greater than the high score. Note that you can store the high score in your HighScore label's *Text*. Then store the new high score in CloudDB.



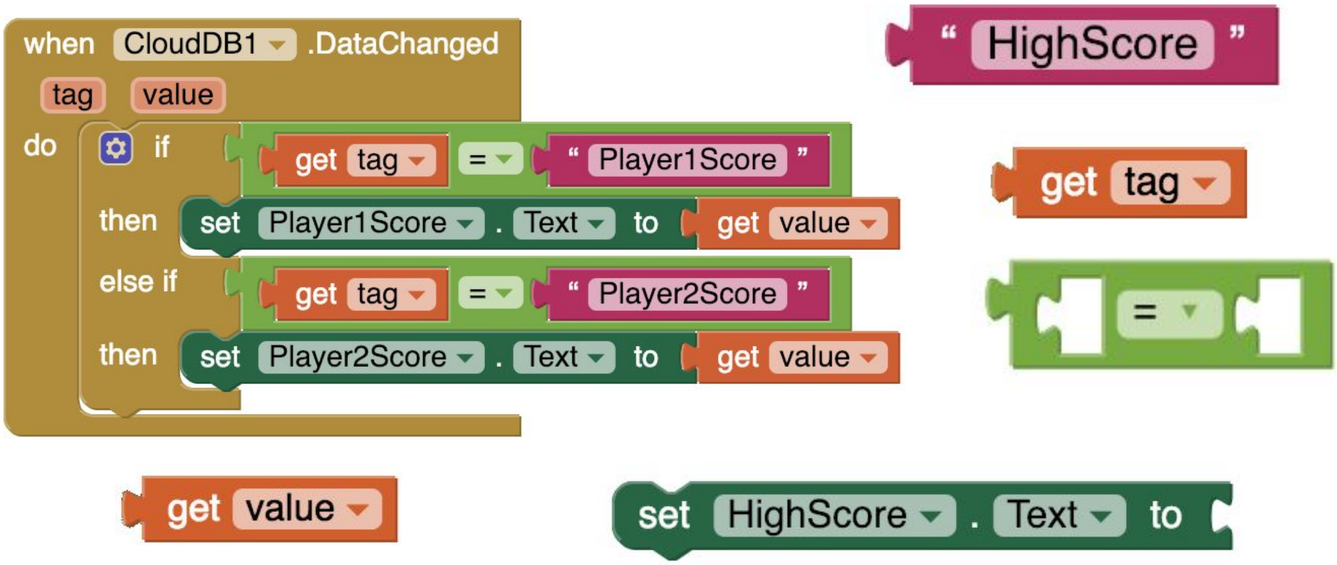
```
when Clock1.Timer
do  set Time.Text to (Time.Text - 1)
    if (Time.Text = 0)
    then set Clock1.TimerEnabled to false
         set Player1Button.Enabled to false
         set Player2Button.Enabled to false
```

```
call CloudDB1.StoreValue
                     tag
            valueToStore
```

```
HighScore.Text

[ ] > [ ]

if
then
else if
then

set HighScore.Text to

Player1Score.Text

Player2Score.Text

" HighScore "
```

DISPLAY HIGH SCORE (continued)

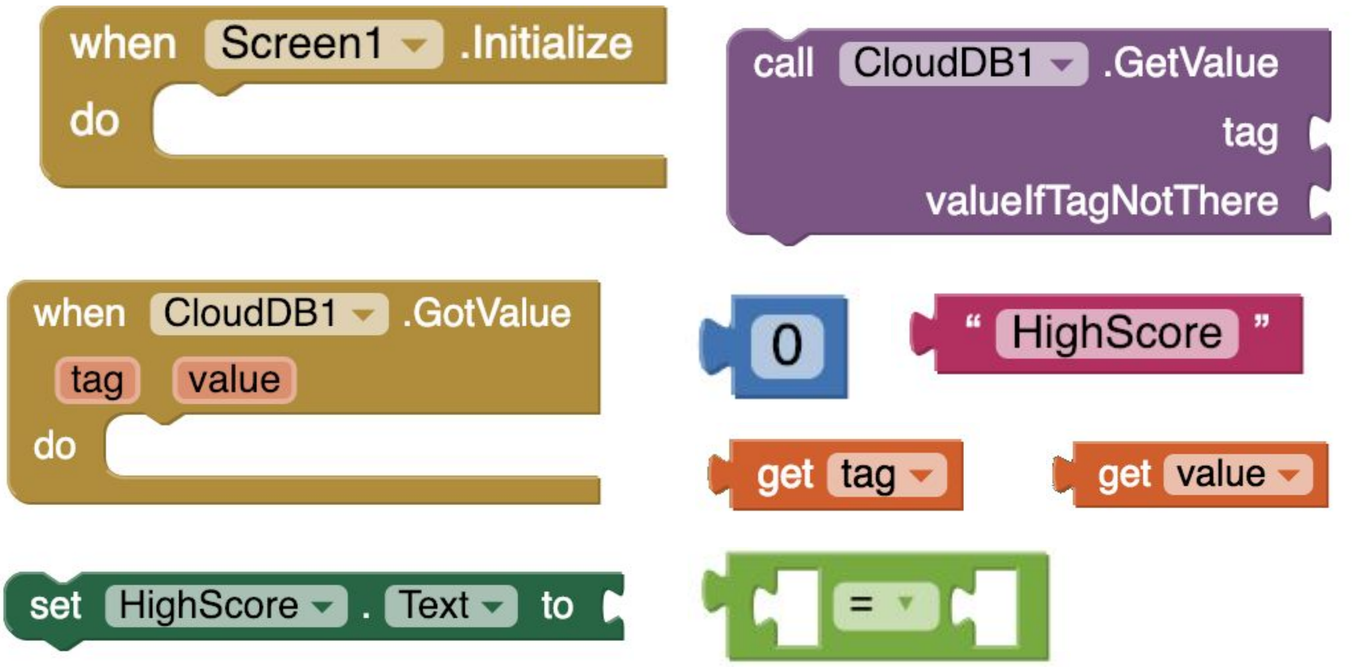
3 Add to the **CloudDB1.DataChanged** event to test for the new tag. Use the blocks below.



```
when CloudDB1 .DataChanged
  tag  value
do  if  get tag = "Player1Score"
    then  set Player1Score . Text to  get value
    else if  get tag = "Player2Score"
    then  set Player2Score . Text to  get value
```

```
" HighScore "
get tag
[ ] = [ ]
get value
set HighScore . Text to
```

4 When the app starts, ask CloudDB for the current high score. Remember that when you use **CloudDB1.GetValue**, it triggers a **CloudDB1.GotValue** event when it returns the tag/value. Use these blocks.



```
when Screen1 .Initialize
do

call CloudDB1 .GetValue
  tag
  valueIfTagNotThere

when CloudDB1 .GotValue
  tag  value
do

0
" HighScore "
get tag
get value
set HighScore . Text to
[ ] = [ ]
```