

TWO-BUTTON GAME: PART 2

In this lesson, you will add a **Clock.Timer** to the game so users have to click fast to win !

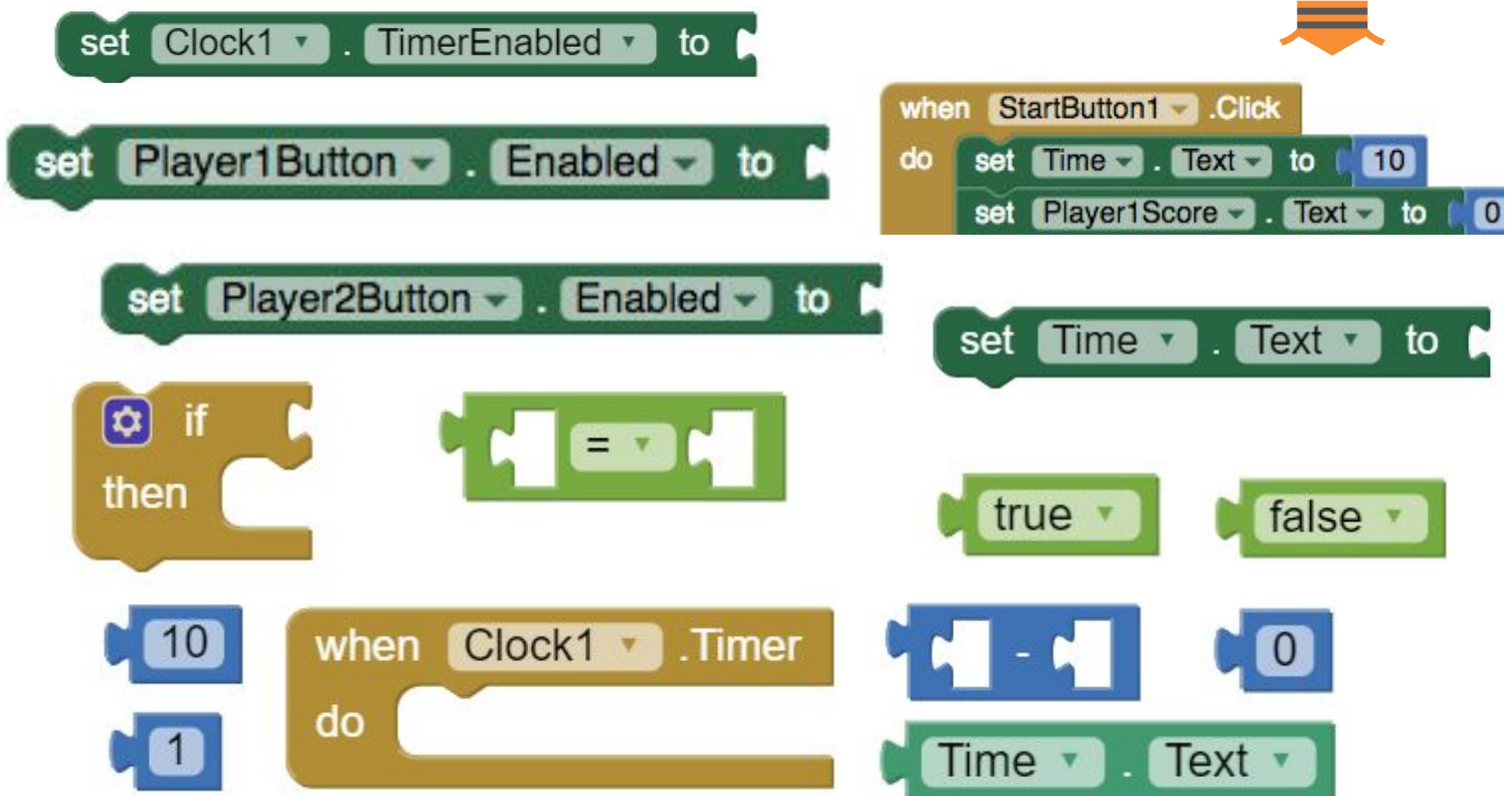
CODE COUNTDOWN CLOCK

13 You'll give the players 10 seconds to click as many times as they can in the game. You can do this with the **Clock** component.

- When the user clicks **StartButton1**, reset the **Time** to 10 and enable the **Clock**.
- When the timer fires (every 1000 milliseconds, or 1 second), subtract 1 from the **Time**.
- When **Time** reaches zero (0), the game is over, so disable the **Clock**, and both Player **Buttons**.

The **Clock1.Timer** event will fire every second, because you'll set the **TimerInterval** to 1000 milliseconds (1 second).

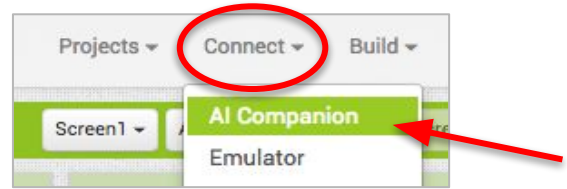
Use the following blocks.



TESTING!

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Now test your app again by connecting to the MIT AI2 Companion. Does the time count down from 10 to 1 and then stop?



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COMPUTATIONAL THINKING CONCEPTS

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

Two-Button Game	
1. Events:	 A yellow Scratch 'when' block with 'Clock1' selected in the dropdown and '.Timer' in the second field. The 'do' section is empty.
2. Conditionals:	 A yellow Scratch 'if' block with a gear icon. The condition is 'Time' selected in the first dropdown, 'Text' in the second, followed by an equals sign and a blue block containing the number '0'. The 'then' section is empty.