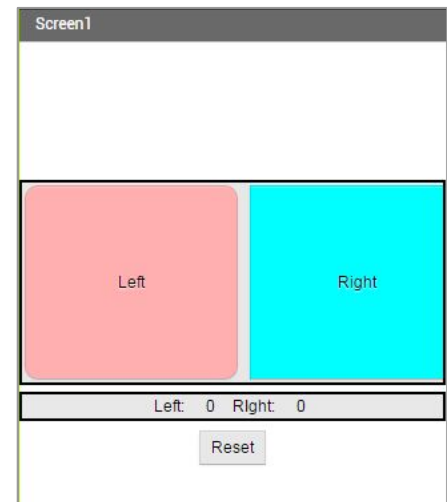# TWO BUTTON GAME
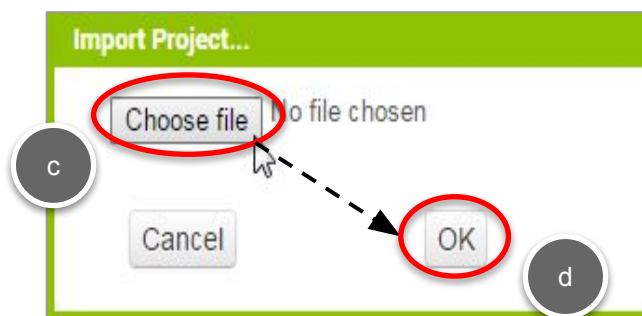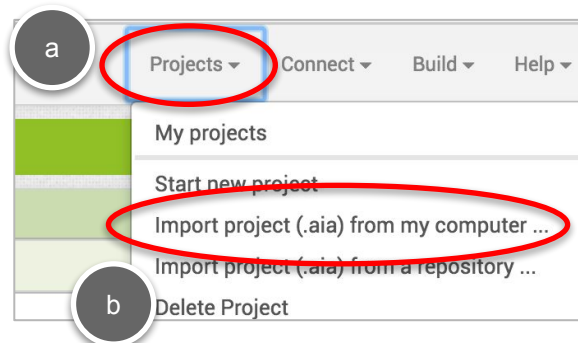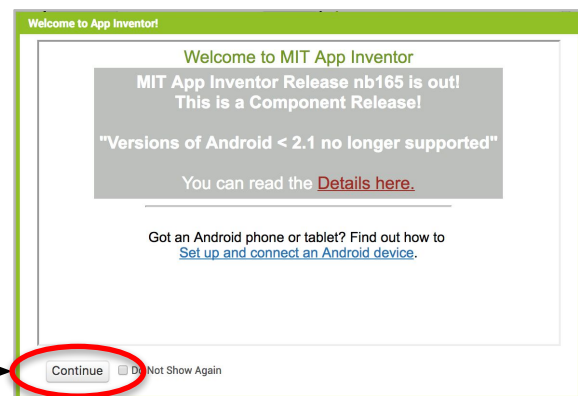
In this activity you will update some features of this simple button clicking game.

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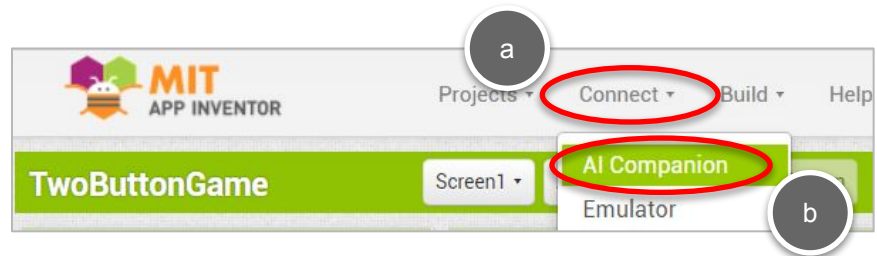
1 Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu).

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

3 Read the announcements, then click "Continue." - - - - - - - ▶

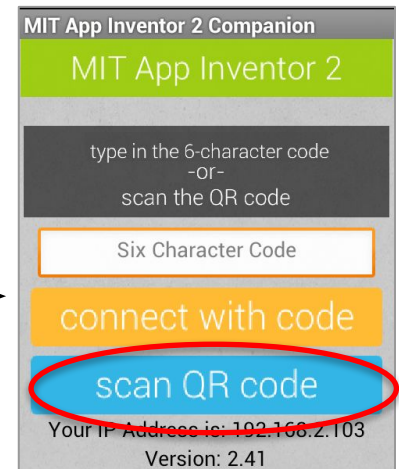**4** Import the TwoButtonGame.aia file provided by your teacher.

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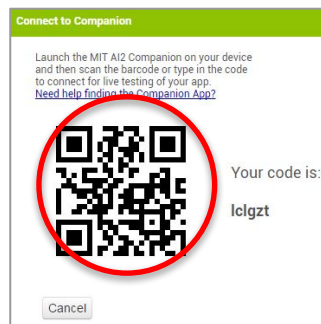
5 Under the **Connect** menu, choose **AI Companion**.

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

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

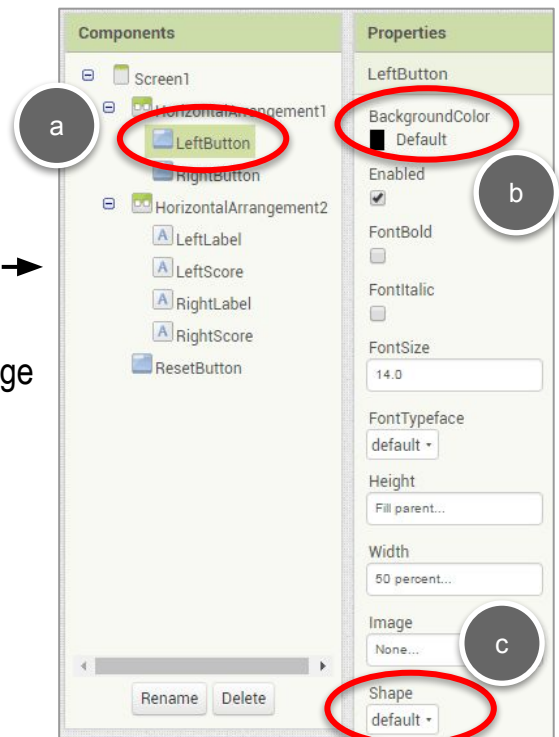**8** Scan the QR code on the computer screen with your device.

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**.**
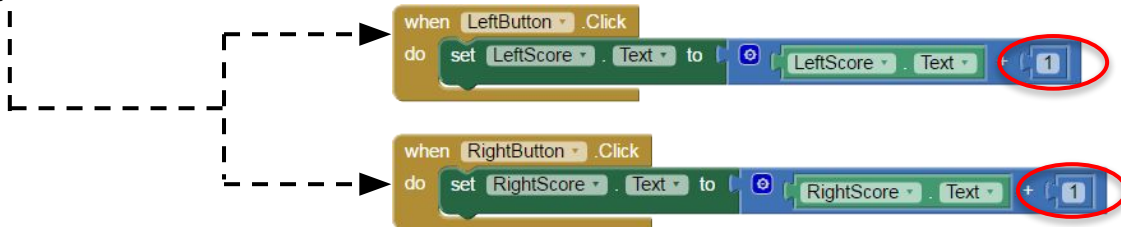
LET'S CONTINUE

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!