# 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**.

Use the following blocks.

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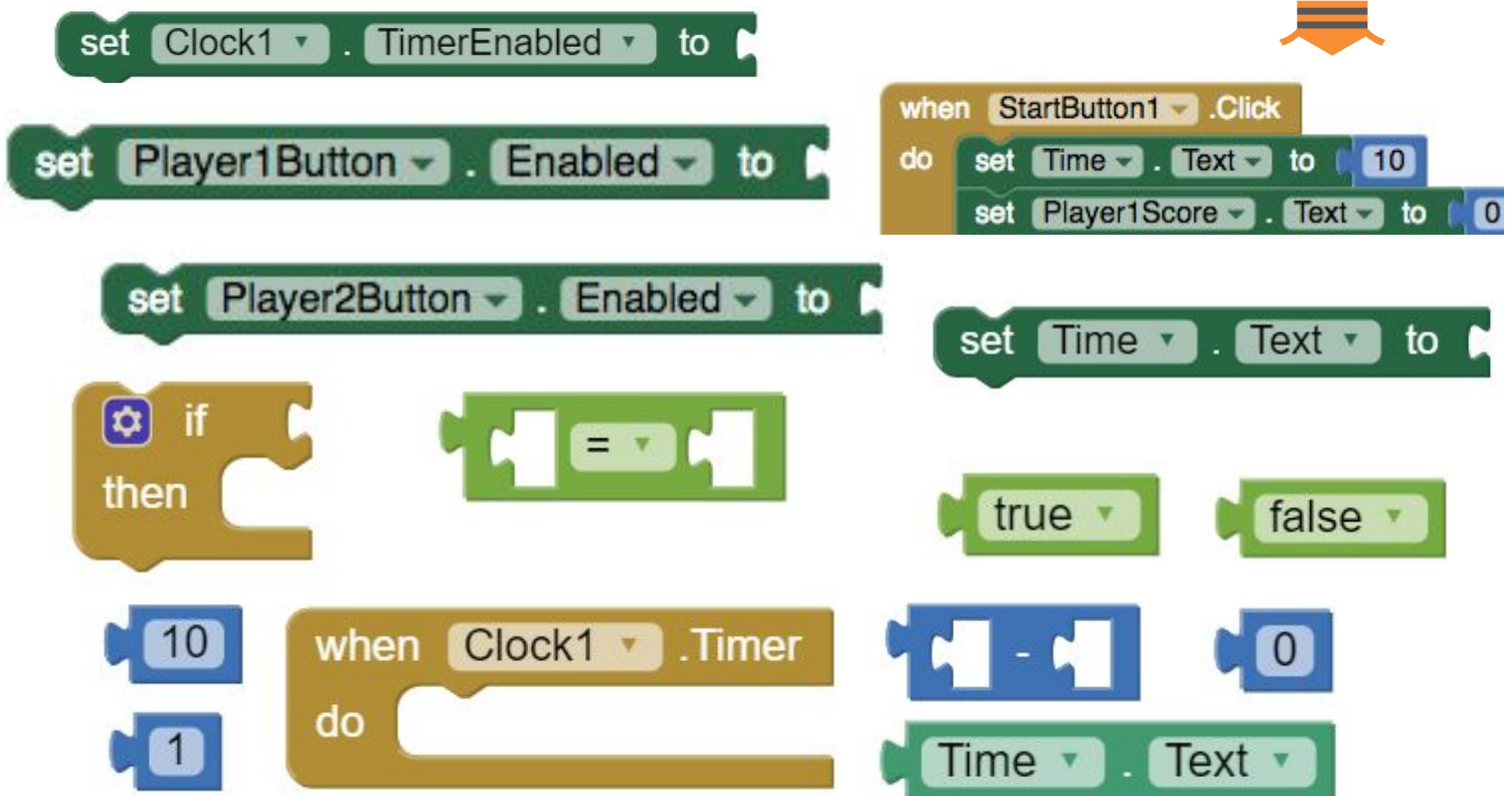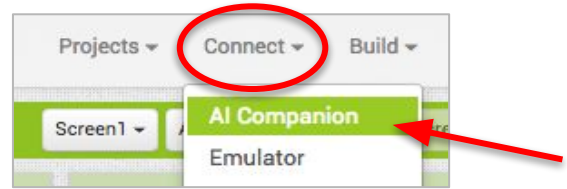
# TESTING!

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

# TWO-BUTTON GAME: PART 2

## COMPUTATIONAL THINKING CONCEPTS

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

| Two-Button Game |
| --- |
| 1. Events:  |
| 2. Conditionals:  |