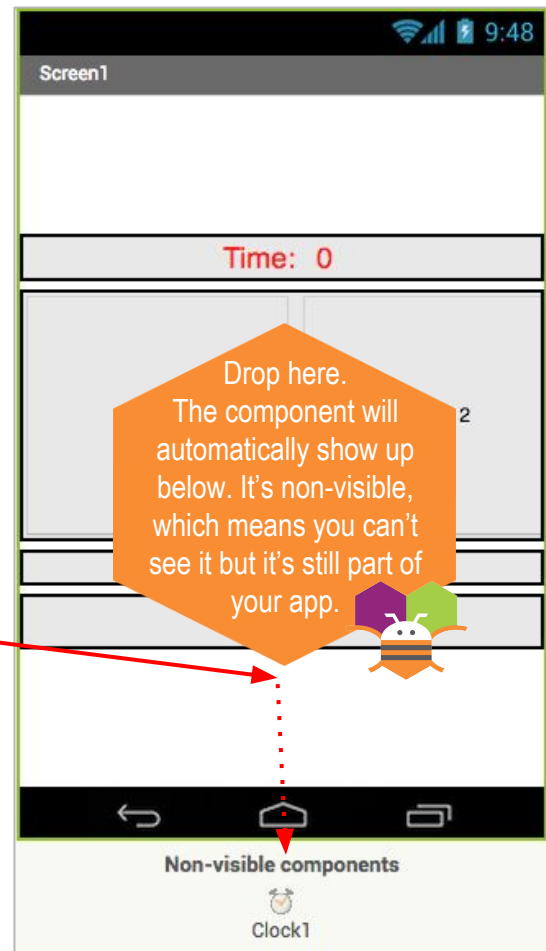
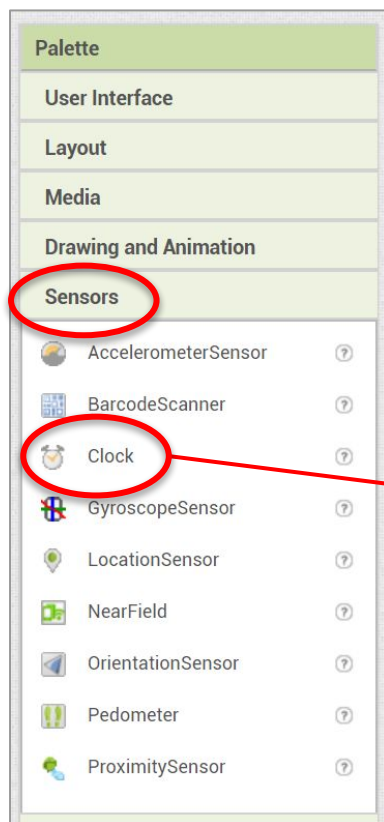


# TWO-BUTTON GAME: PART 2

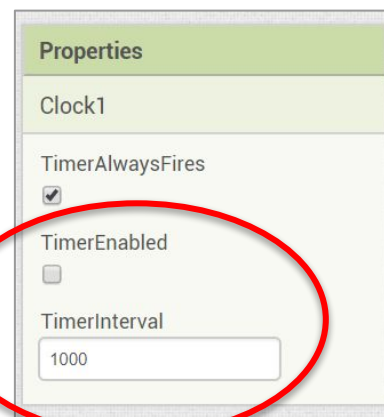
In this lesson, you will add a `Clock.Timer` to the game so users have to click fast to win !

## ADD A CLOCK TIMER

- 1 Switch to the Designer. ----->
- 2 From the Sensors palette, drag in a **Clock** component.

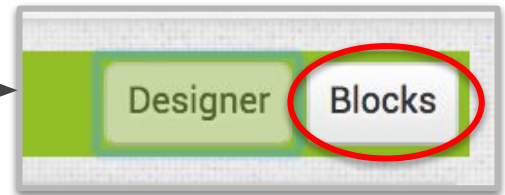


- 3 Set `TimerEnabled` to **false** (uncheck the box), and change the `TimerInterval` to **1000** (1000 milliseconds = 1 second). ----->

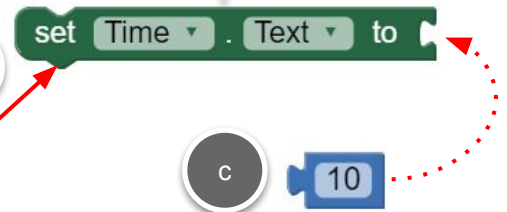
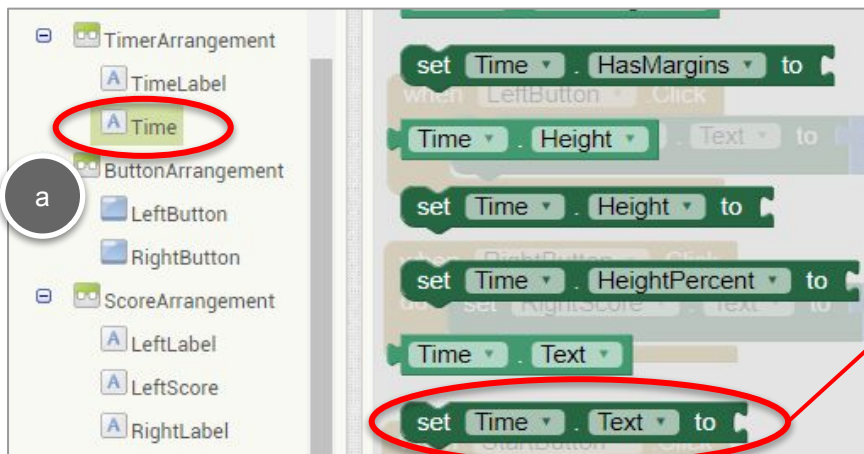
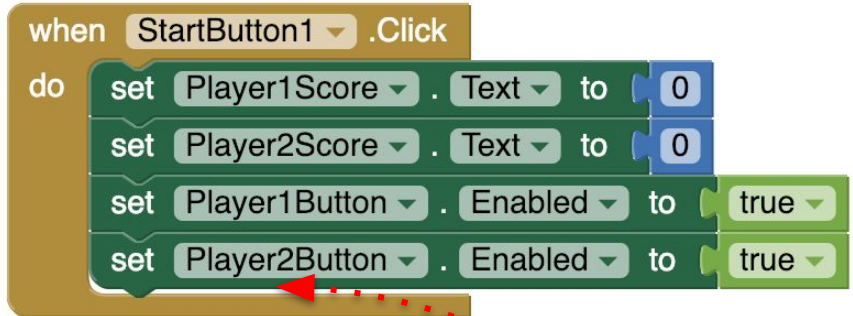


ENABLE CLOCK.TIMER

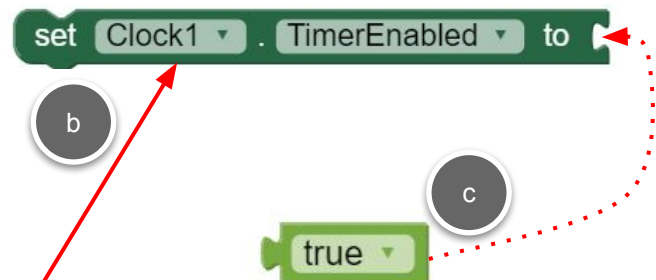
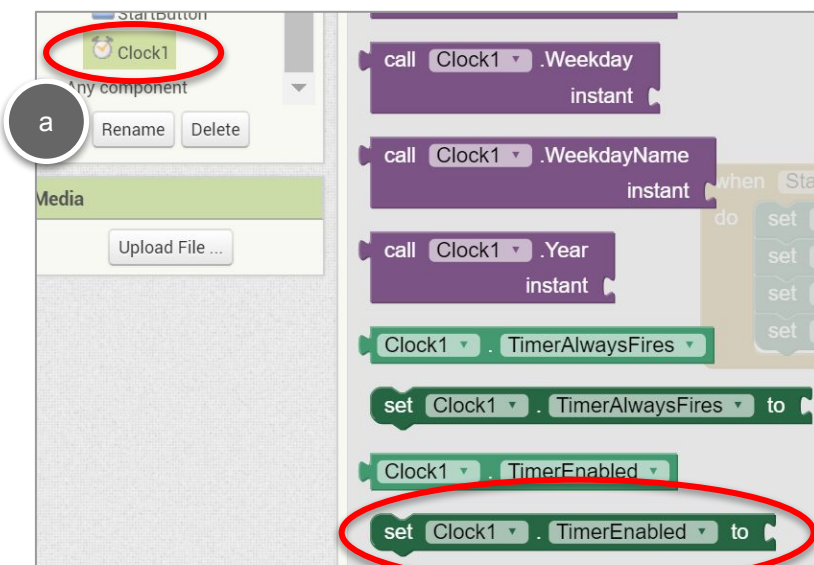
4 Switch back to the Blocks Editor.



5 Set the Time to 10 (seconds).



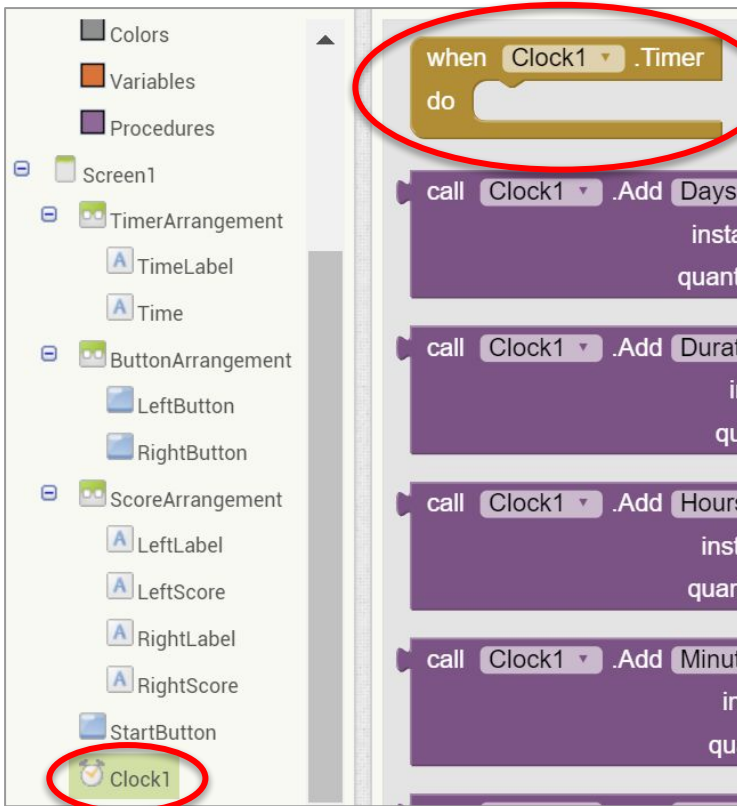
6 And enable the **Clock** to start ticking!



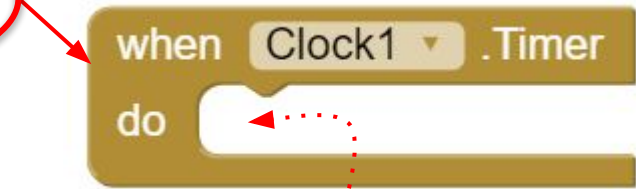
## CLOCK TIMER EVENT

Every time the Clock Timer “fires”, you need to update the time counter.

7 Drag out a **Clock1.Timer** block.



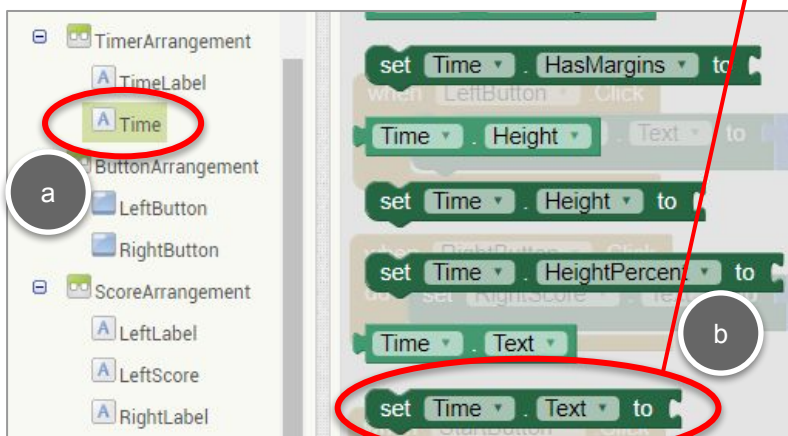
The **when Clock1.Timer** event works like a timer. It is triggered every *TimerInterval* milliseconds.



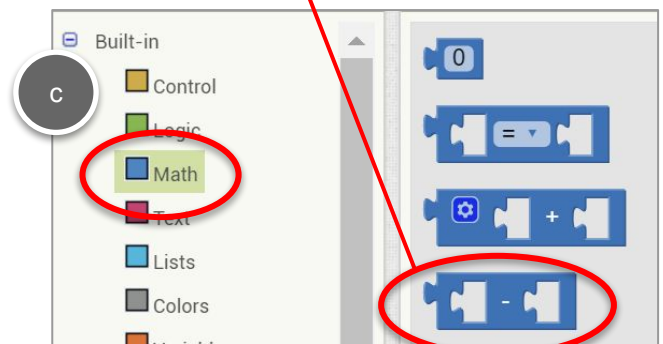
set Time . Text to



8 Each time the Clock Timer fires, decrease the Time by 1.



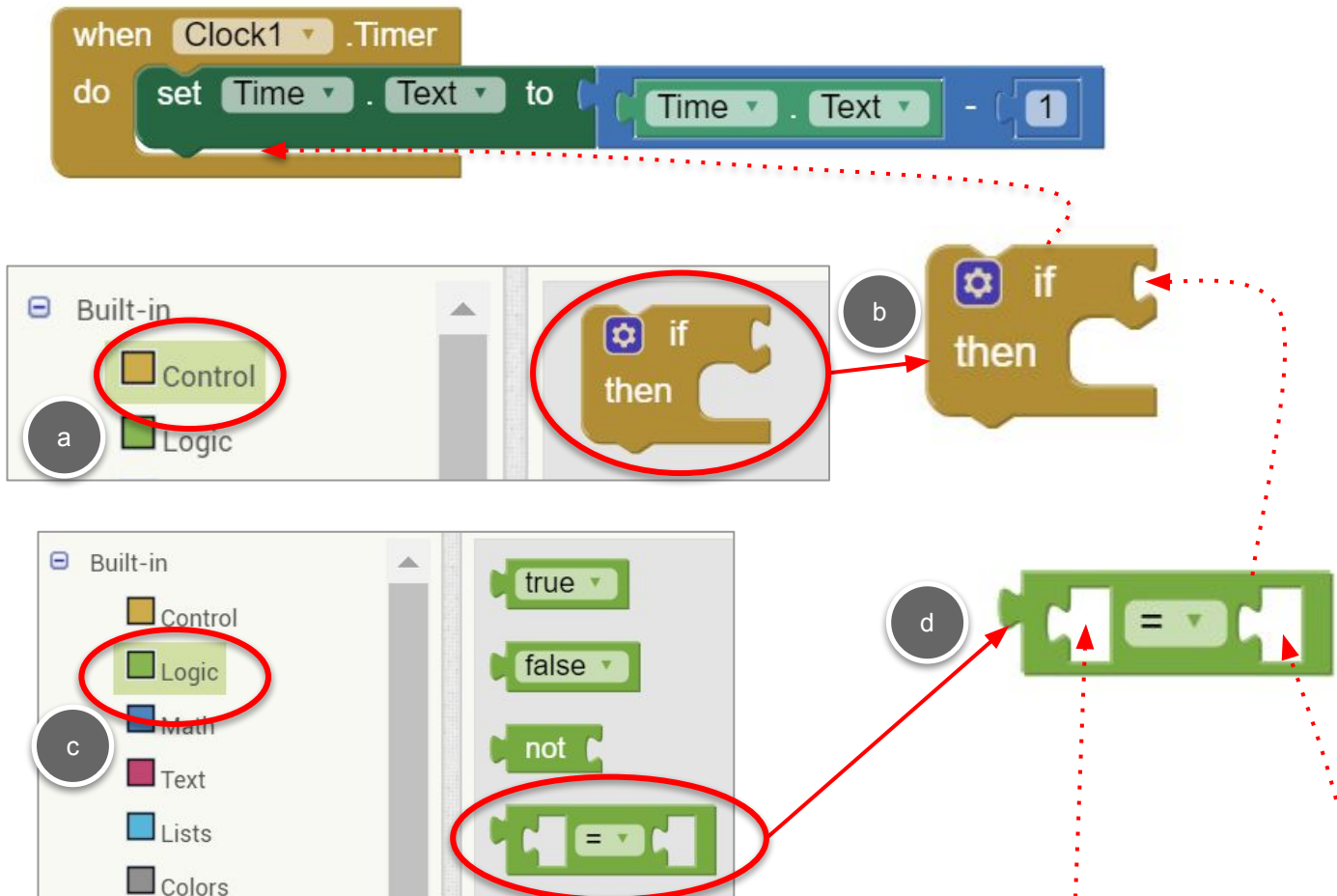
9 Can you figure out what goes in these 2 slots?



CLOCK.TIMER EVENT (continued)

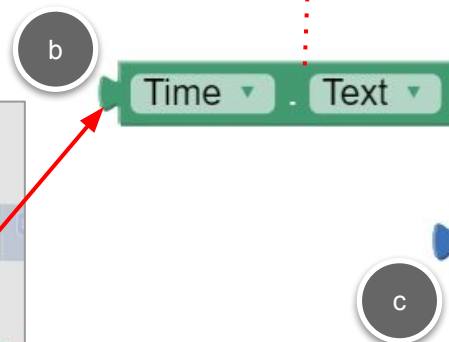
10

Add an **if** block to test if the Time = 0, which means the time is up and the game is over.



11

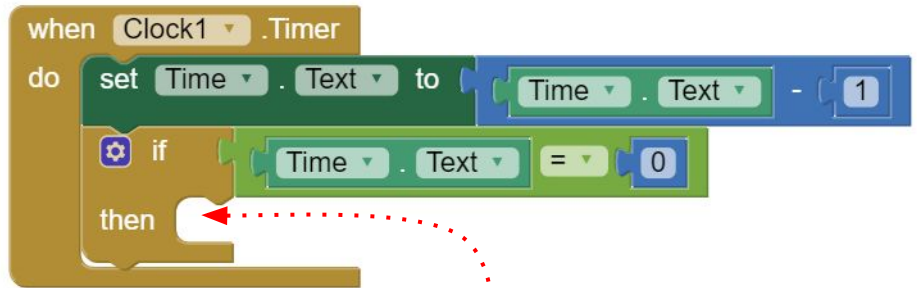
Fill in the slots for the equals block.



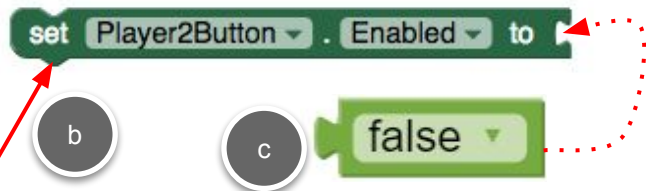


## ENABLE COMPONENTS

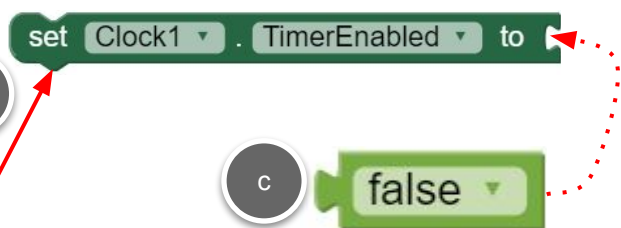
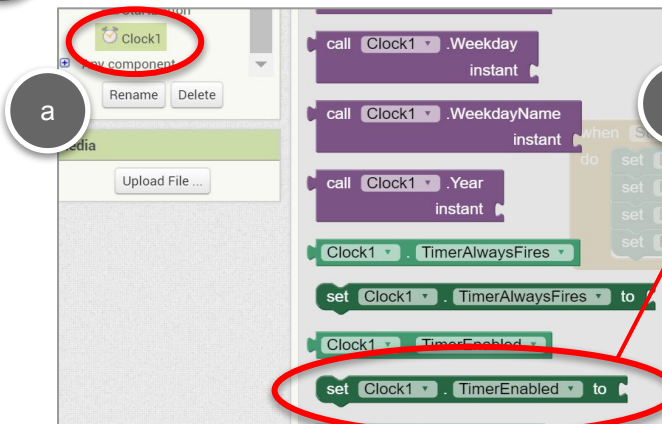
- 12 If time is up, disable **Player1Button** so the users cannot continue clicking it.



- 13 Disable **Player2Button** too.



- 14 Disable the **Clock.Timer** so it stops ticking.




- 15 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:	