

# TWO-BUTTON GAME: CHALLENGE

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

## ADD SOUND

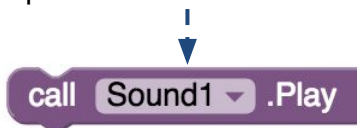
You can use a Sound component from the Media drawer. The Sound component works just like the Player component, but is usually used for very short sound files.

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

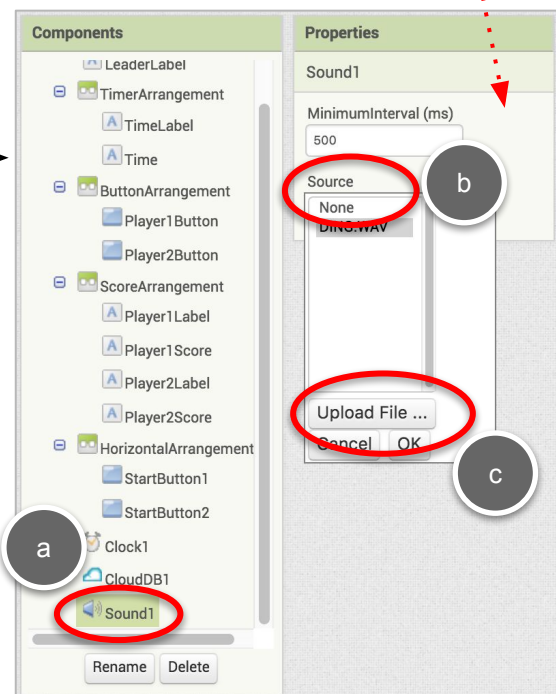
2 Find a sound, like this [DING.WAV](#) and download it to your computer.

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?



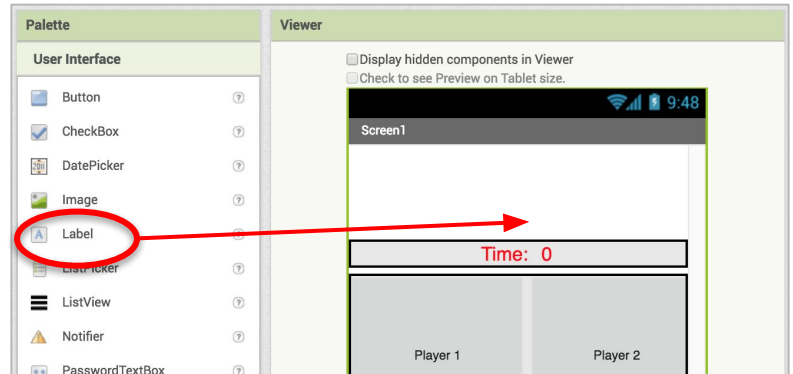
5 You can use more than one **Sound** component if you want different sounds for each Player.



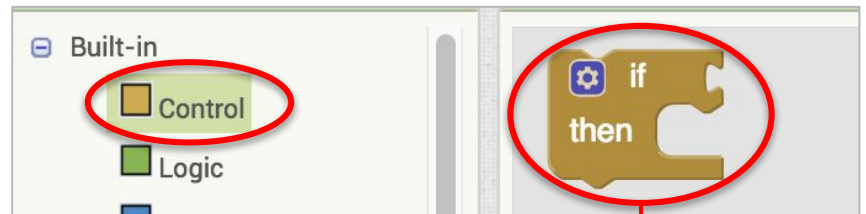
## DISPLAY LEADERBOARD

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.



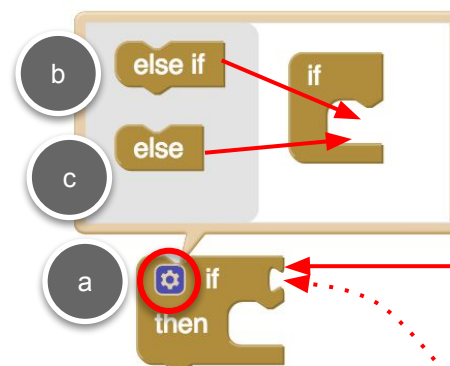
2 Add an **if-then** block to test who is leading whenever a score is updated. Depending on who is leading, set your Label appropriately.



You need to cover 3 possible conditions:

- ☐ Player 1 leads
- ☐ Player 2 leads
- ☐ It's a tie.

3 Add **else if** and **else** to your **if** block.



4 To test if something is greater than, drag out an equals block from the Math drawer and change it to a greater than (>) block.

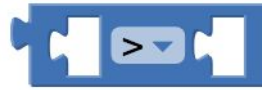


DISPLAY LEADERBOARD (continued)

- 5 Use **Player1.Text** and **Player2.Text** to compare which is larger.

Player1Score . Text

Player2Score . Text



- 6 Set the appropriate text for your **Label** in each of your 3 conditions. Your **else** condition will be the tie.

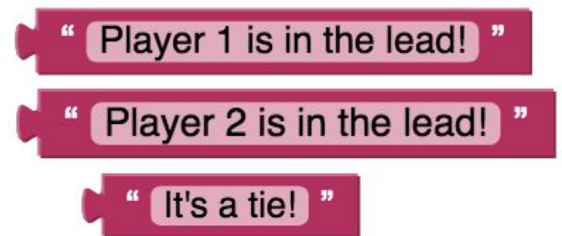
set LeaderLabel . Text to

- 7 This entire **if-else-if-else** block needs to be snapped in ... where?

- Whenever the score gets updated.  
Do you remember where that happens?

- 8 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.

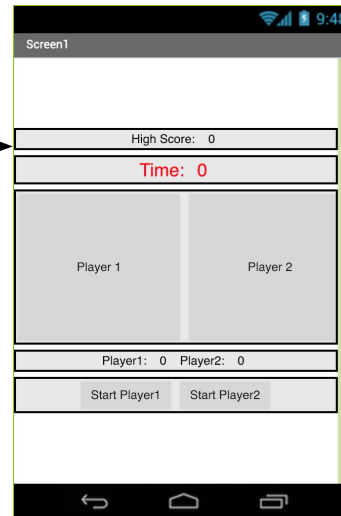
- 9 Don't forget to test out your new features! Listen for your sounds and look for the updates in your new Label.



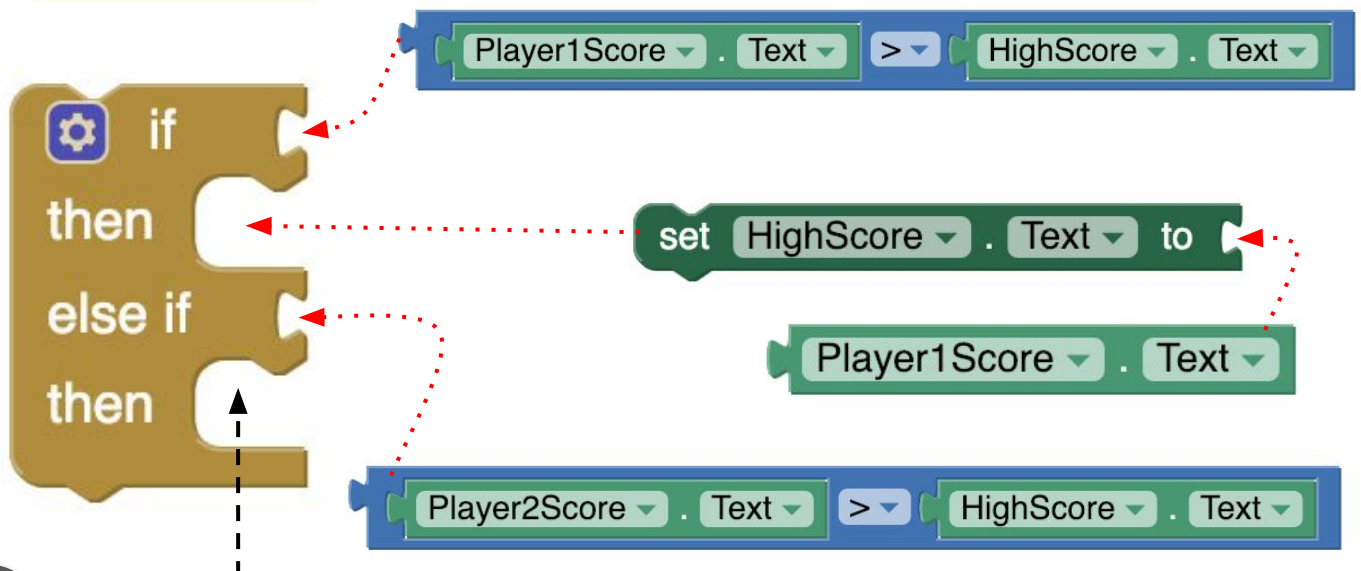
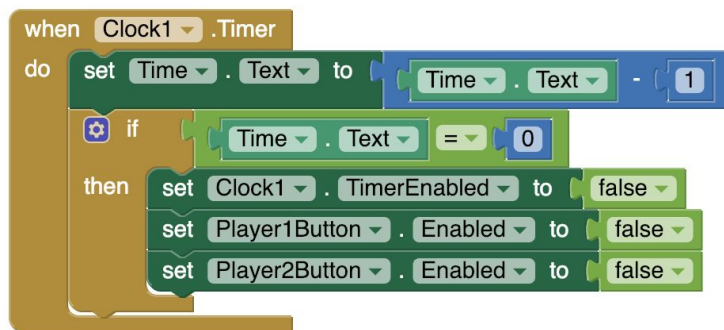
## DISPLAY HIGH SCORE

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*.

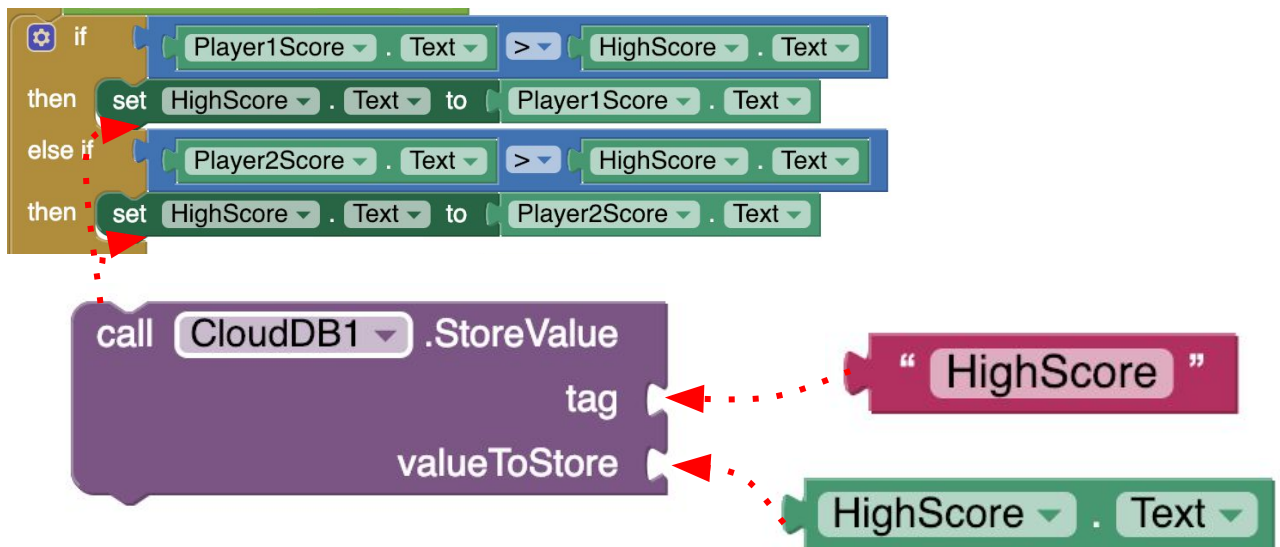


- 3 What goes here?

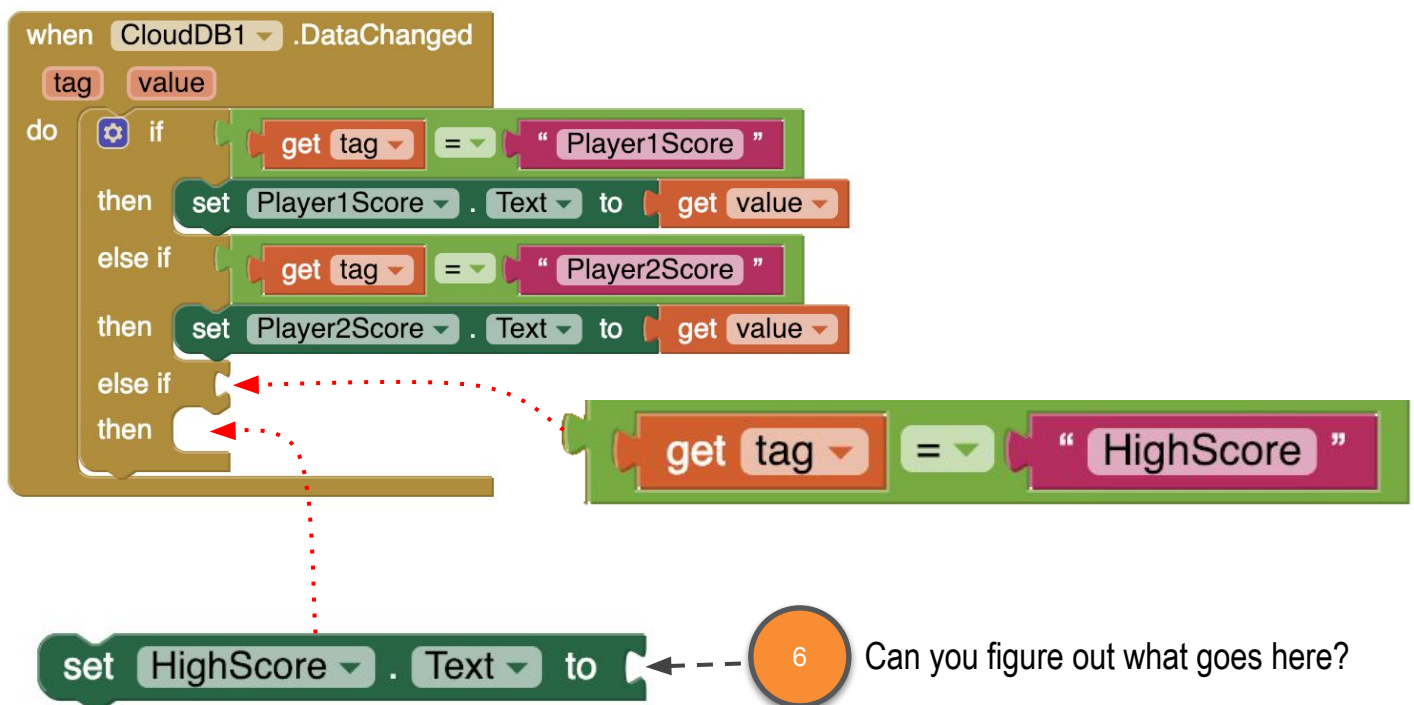
DISPLAY HIGH SCORE (continued)

4

Then store the new high score in CloudDB.



5

Add another else-if in the **CloudDB1.DataChanged** event to test for the new tag.

6

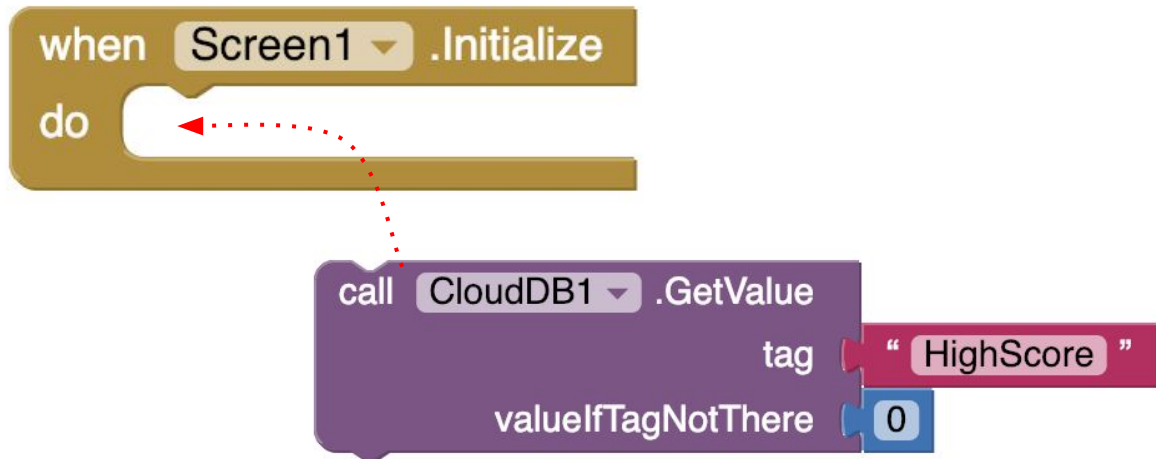
Can you figure out what goes here?



DISPLAY HIGH SCORE (continued)

4

Each time the app starts, you need to explicitly ask CloudDB for the current high score.



5

Everytime you call **CloudDB1.GetValue**, the information is returned in the **CloudDB1.GotValue** event. This works just like **DataChanged**. Test if you've got the right tag. If so, set high score to the value.

