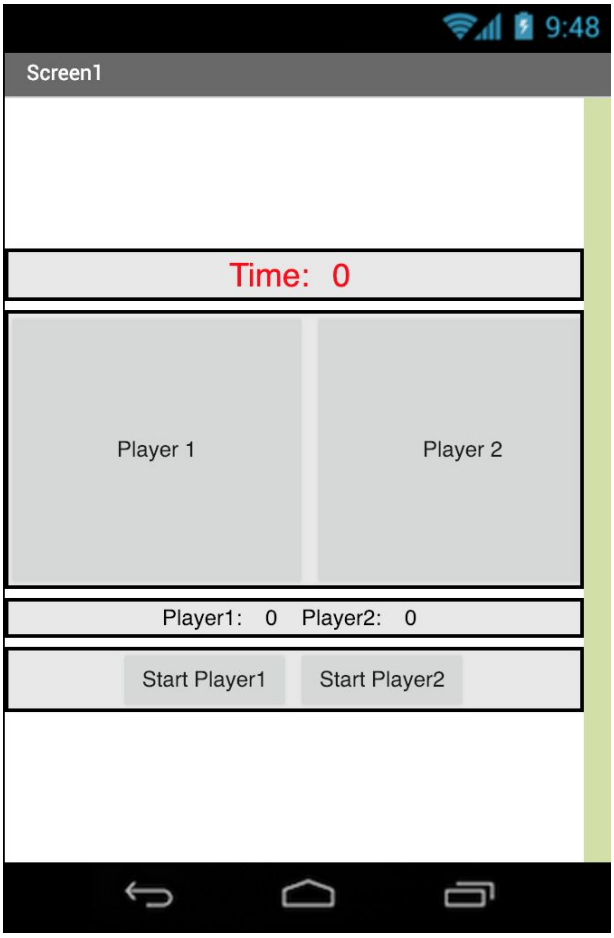
TWO-BUTTON GAME

In this unit, you will make a simple two button game to play against an opponent on different devices!

DESIGNER

1. Using Layout and User Interface components, create an interface as shown below. You will need some additional non-visible components too.



THE APP CHALLENGE

It is suggested to get this game working on a single device, as follows:

- ❑ This is a two player game. Player 1 clicks the Player1 Button and Player 2 clicks the Player2 button. Whoever clicks more times in the allotted game time wins.
- ❑ Pressing the Start Button starts the game. This version just needs one Start Button.
- ❑ There is a countdown timer that counts down from 10. When the timer gets to 0, the game is over.
- ❑ Both players' scores are displayed during the game.

Once the game works correctly on a single device:

- ❑ Use CloudDB to make this a two player game over two devices.
- ❑ Start Player1 Button starts the game and countdown timer for Player1 on their device.
- ❑ Start Player2 Button starts the game and countdown timer for Player2 on their device.
- ❑ As each player clicks their respective Player Button, it increases their score on their device, and stores it in CloudDB, so their opponent receives their updated score.
- ❑ When each player receives notification that their opponent's score has been changed in CloudDB, they update the score on their device.
- ❑ Timer works the same as in the single device game - when time goes to 0, game is over.

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COMPUTATIONAL THINKING CONCEPTS

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

Two-Button Game
1. Events: 
3. Naming: 
4. Operators: 
5. Conditionals