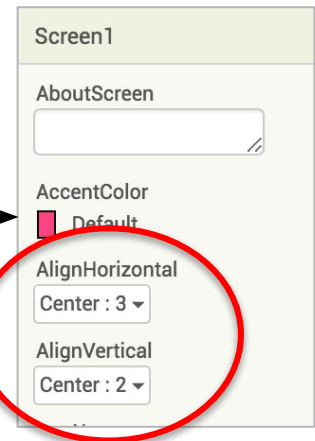


TWO-BUTTON GAME: PART 1

START HERE

In this lesson, you will remake the two button game from Unit 1. Users click the buttons as fast as they can!

- 1 Open a new project in MIT App Inventor and name the project "TwoButtonGame".
- 2 Set *AlignHorizontal* and *AlignVertical* for **Screen1** to **Center**.
- 3 Add 4 **HorizontalArrangements** from the Layout drawer. Set their properties as seen below. Also add a **Clock** component from the Sensors drawer.



Drawer	Component	Name	Property	Setting
Layout	HorizontalArrangement	TimerArrangement	<i>AlignHorizontal</i> <i>Width</i>	"Center" "Fill Parent"
Layout	HorizontalArrangement	ButtonArrangement	<i>AlignHorizontal</i> <i>Width</i> <i>Height</i>	"Center" "Fill Parent" 150 pixels
Layout	HorizontalArrangement	ScoreArrangement	<i>AlignHorizontal</i> <i>Width</i>	"Center" "Fill Parent"
Layout	HorizontalArrangement	StartButtonArrangement	<i>AlignHorizontal</i> <i>Width</i>	"Center" "Fill Parent"
Sensors	Clock	Clock1	<i>TimerEnabled</i> <i>TimerInterval</i>	false 1000

ADD MORE USER INTERFACE COMPONENTS

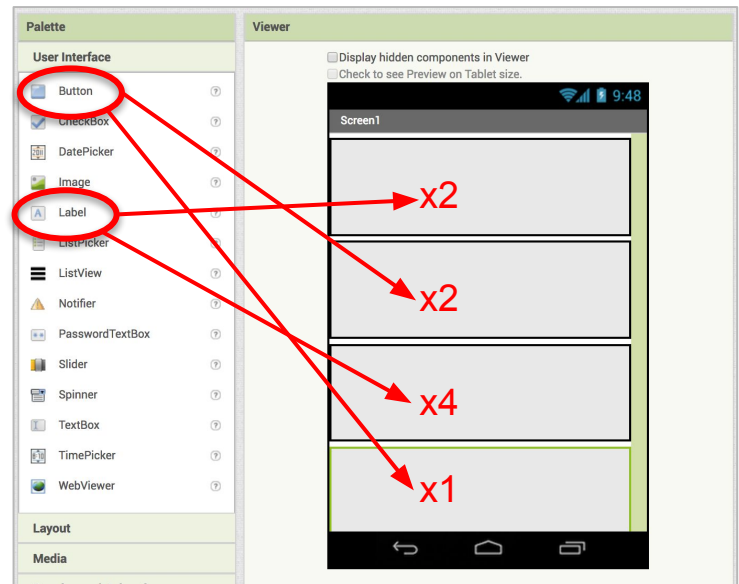
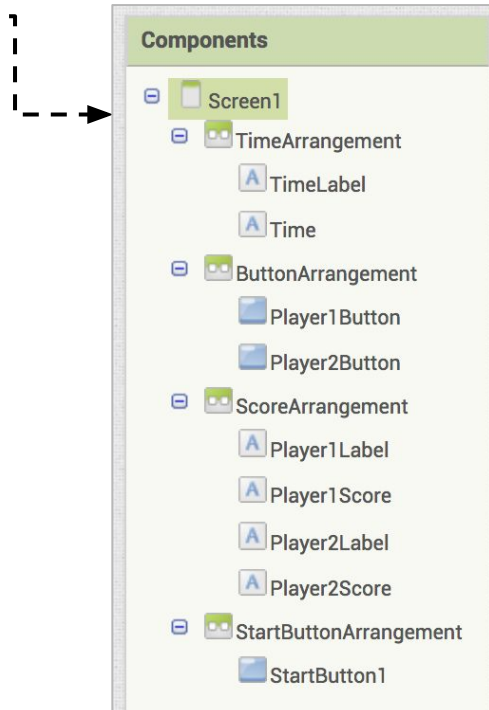
4

Drag in the following components to the corresponding HorizontalArrangement:

- TimeArrangement - 2 labels
- ButtonArrangement - 2 buttons
- ScoreArrangement - 4 labels
- StartButtonArrangement - 1 button

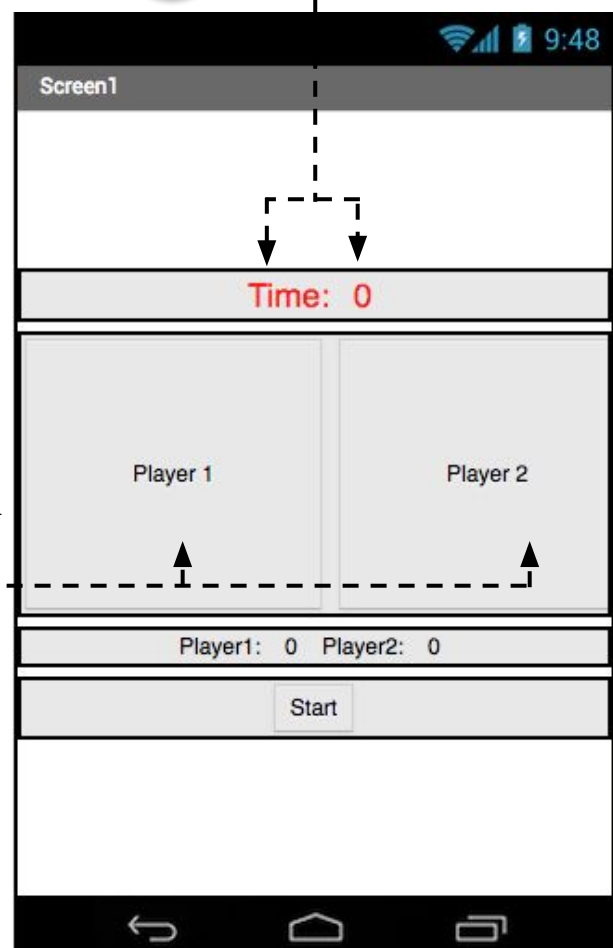
5

Name each new component as shown below.



6

Change the *TextColor* for these labels to **Red**.

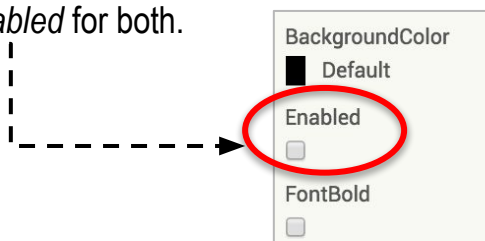


7

Set the *Text* property of each component so the final User Interface looks like this. -->

8

Set the *Height* property for these two buttons to **150 pixels**, and the *Width* property to **50 percent**. And uncheck *Enabled* for both. - - -



START BUTTON

9

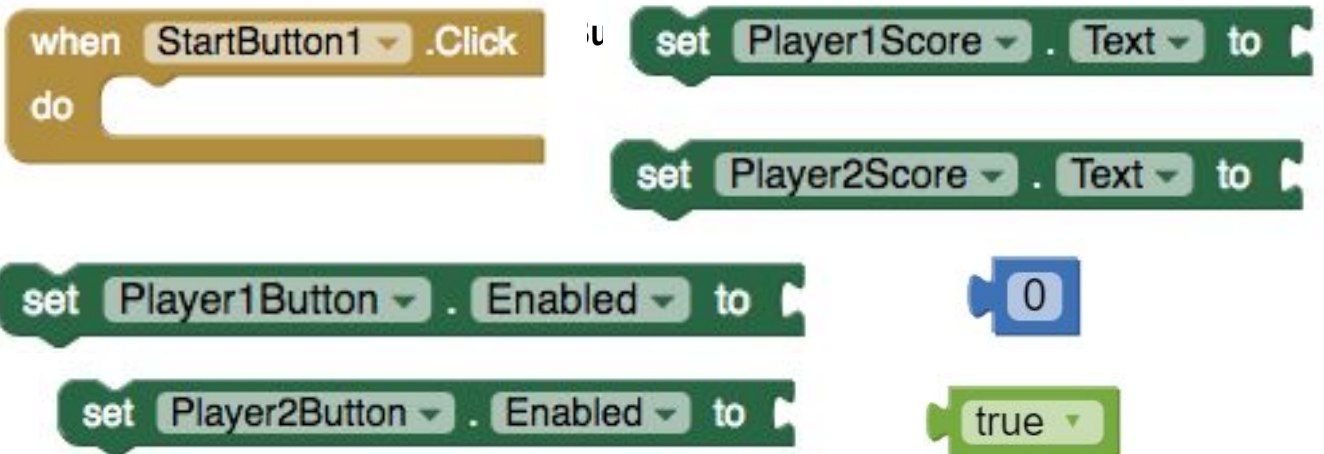
Switch to the Blocks editor from the Designer



10

When **StartButton1** is clicked, the following should happen:

- **Player1Score** and **Player2Score** should be reset to zero.
- **Player1Button** and **Player2Button** should be enabled so players can

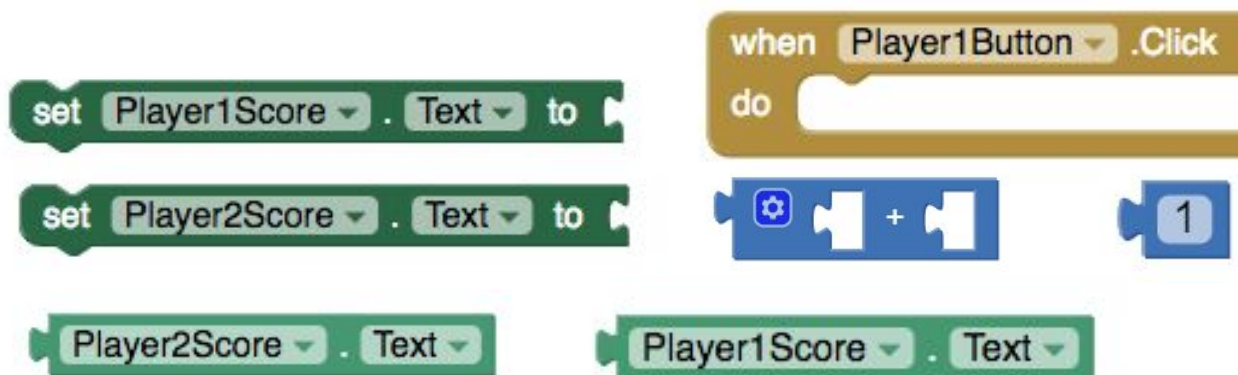


PLAYER BUTTONS

11

Code the **Player1Button** and **Player2Button.Click** events.

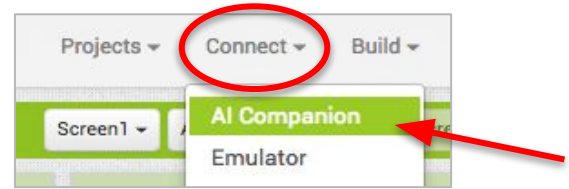
When a player clicks the button, increase the corresponding score by 1. Use the blocks below.



TESTING!

12



Now test your app by connecting to the MIT AI2 Companion. Start the game and press both buttons. Do the scores update correctly?



TWO-BUTTON GAME: PART 1

COMPUTATIONAL THINKING CONCEPTS

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

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