App: Mole Mash Variant v1, v2

Overview
From the text Chp 3 the complete app, but adding variations 1 and 2: "Add buttons...move faster and slower", and "Add a label to keep track...." as described at the end of the chapter.

What you need to do
First, get the whole basic app working (following the steps in the text). Take some time to understand how the app works without the variant. Think about how you need to make the change.
1. What do you need to add?
2. What goes into the Designer?
3. What changes in the Blocks Editor?

Pair or Team Programming
If instructed to do the work as a pair or team assignment:
1. All team members program the base app through the end of the chapter to the point of the variants.
2. Discuss with your team what the variants mean.
3. Look through the base app together to think about what to change (see above)
4. Work together to update the app and test it fully.
5. One person turn in the app for the team; list the team members in the assignment submission. You can also add a comment in the app's blocks with the programmer's names!

Grading
20 points in Assignments for a fully working app with all the right features. -2 for any missing component in the Designer. -5 for any feature not fully working. -10 for not doing any variant required.
Version 2.0 (August 2014) Changes for App Inventor 2; Pair Programming
Version 1.0 (Original)
W. L. Honig Comp 125
/still working on it