

Create Your Own App Project



Assignment: Create an App of your choice, as well as, an Introduction Page

- Create an “Introduction” page with the following information:
 1. **What is your idea for a mobile application?**
 2. What type of App is it? (Utility, Locale, Informative, Productivity, and Immersive)
 3. What does it do?
 4. Define the demographics (Who is the audience that you are gearing the app to?)
 5. What type of context, message, look and feel, layout, color, type, and graphics are you going to use?
 6. Why will someone want to use it?
 7. Do you plan on having someone test out the app similar to the Proof of Concept?
 8. What designer parts of App Inventor do you think you would use?
 9. In the “blocks”, screen of App Inventor, what are some of the blocks you would need to create the app, create a list like the example below?

Block	Blocks Drawer	Purpose
	Camera drawer	Lets the user take a picture
	Camera drawer	Event handler! This script will execute after the user takes a picture.

10. How is this app different from app already in existence?
11. DIRECTIONS: Type out the directions for using your app.

- Attach to classroom, introduction page and aia file. Pass in rubric