Assignment: While working on creating your own app, 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. What designer parts of App Inventor do you think you would use?

8. 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
call Camera1 .TakePicture	Camera drawer	Lets the user take a picture
when Camera1 .AfterPicture image do	Camera drawer	**Event handler!** This script will execute after the user takes a picture.

- As you create your app, create a Tutorial Document similar to the ones you followed while learning App Inventor:

    1. Create a tutorial document that lists out step-by-step directions with screen shots on how to create your ap. (Start-Accessories-Snipping Tool).