

App Development Planning Guide



U3Ch1L3_Project Design an App Part 1

Project Description

You will create an app that teaches your classmates about any topic you both find interesting. Along the way you'll learn how to use many of the features of App Lab.

App Requirements

- Uses at least three screens
- Includes examples of images, audio, and text
- A clear and easy to navigate user interface
- Clearly communicates information about your topic
- Code is cleanly written and free of errors

Design Phase

Step 1. Brainstorm Topic Ideas: Write down three ideas for an App that you brainstorm individually.

Idea 1:

Idea 2:

Idea 3:

Now,

Step 2. Choose One Topic: Select one of these three apps to design and develop.

Draw Your App.

Step 4. Create a Program Specification: In the screens (boxes) provided, draw how your app will actually run.. This means you should include all the buttons, text, and images that the user will be able to use. See Drawing below and website (U3Ch1L4 – Level 1 “Sample Prototype” Birds Design Document).



