**Requirements:**

* Mechanics (Blocks) must utilize all of the following components at least once:
  + Variables
  + Procedures (Programmer Created not built in)
  + While Loops or Clock
  + Conditionals
  + List
* GUI or Design side must utilize at least 4 of the following widgets or components:
  + Canvas
  + Buttons
  + Labels & Textboxes
  + Sprites
  + Sensors (Clock does not count)
  + List View
* Bonus Op:
  + Utilize a component from the Maps, Sensors, Social, or Storage drawers that we did not utilize during the course.
* User Experience
  + Easy to understand – make sure someone who is not tech savvy is able to use it.
  + Directions if needed (ask Bander if your app is confusing or needs directions)
  + No abnormal movement or layout (to the limitations of MIT)
  + No runtime errors and be able to reuse the program. For example, if you build an investment tool that runs calculations, make sure you are able to run the program multiple times without needing to restart the app.
    - Automatic 10% off if final rev has a runtime error
* Keep an updated Scrum breakdown containing progress from each day
  + Included in this Scrum breakdown, you will need to state which member is working on which part of the program
  + Day 1 will be a rough breakdown of what the app will do.
    - Layout of the different user stories is appropriate.
  + Day 2 will be an updated breakdown
    - Rearrange the user stories in order that need to be completed including how they are completed.
  + Day 3 comment on how long something took and what all needed to be done
  + Day 4, after presentations, you will update the Scrum on what you will improve on
  + Day 5, more notes on the updated version.

SCRUM Example

* Title – Flappy Birds
* User Story 1 – Control an icon of a bird on the screen by tapping on the screen and making the icon flap upwards
  + Product Backlog
    - What needs to be done to complete this?
* User Story 2 – Have objects scrolling from right to left on the screen ranging from different sizes and potentially having one above and one below the other.
  + Product Backlog
* User Story 3 – When your bird icon passes an object, your score increases.
* User Story 4 – After so many points or time, the objects come “faster”
* User Story 5 – Game Over Situation