



# App Development Reflection and Rubric

Enter here the Link to Your App

<https://studio.code.org/projects/applab/-BIQeTc1nAdNOEWcebSqDtmXSYI2I5kgzkLcfyOOJqs>

## Reflection

**Question 1:** Provide a written response that:

- describes the overall purpose of the program
- describes the functionality of your app
- describes the input and outputs of your app

(Approx 150 words)

The purpose of my app was to teach the user about our solar system and quiz them on the knowledge they supposedly now acquired. The app starts at the home page, with two icons- a rocket and an earth - besides the title. If you mouse over either icon, then a sound will play. To stop the sound, you mouse out of the icons. A calming song will play as the user moves the mouse on the home page. Under the title, a button states, "Mouse Over Me Before You Start." The instructions will appear when the mouse runs over that button, telling the user how to navigate the app. At the bottom of the home page, two buttons will take the user to their desired screen. When the user mouses over and clicks each button, a sound will play. When the user clicks the "Learn More About Your Planets!" button, it will take them to the page where they can learn about the planets. When the user clicks the "Do You Know Your Planets" button, the program will take them directly to a page where they can test their knowledge via a quiz. On the information pages, when the user mouse over the photos and names of each planet, information about the planets will appear that the user can read. The buttons at the bottom of the information pages will carry the user back to the previous, home, or next page when clicked. One second information screen, a button labeled "Quiz Time" will take the user to the quiz screen after they learn about the planets. On the quiz screen, when the user clicks the wrong answer, the button will turn red with white letters, and a wrong answer sound will play. When the user clicks the right answer, the button will turn yellow, signifying that the answer is right. This is how a user will interact with the app that was created.

**Question 2:** This project was created using a development process that required you to incorporate the ideas of your partner and feedback from your classmates. Provide a written response that describes one part of your app that was improved through input from EITHER your partner or feedback you received from classmates. Include:

- Who specifically provided the idea or recommendation
- What their idea or recommendation was
- The specific change you made to your app's user interface or functionality in response to the recommendation
- How you believe this change improved your app

(Approx 150 words)

In creating the app, we peer-review each app so the creators can see, from a user point of view, how the app can improve to benefit the user's needs. The two user's opinion that aided me in improving my app to a great extent was Ashley and Srutha. Ashley said, " it isn't exactly easy to understand how to work it--you also can't get the information back once you click off of it, and the text for "Saturn" is in the background when you first click on the page." The feedback from Ashley made me try to improve my app. Initially, on the information page, the user had to click on any screen to hide the information in the background. The user could have clicked the picture or name to get the information when the information was hidden. In addition, once the user has clicked the button once, it can not be clicked again. The information pages could have been more organized and easier to understand and navigate. To solve the bugs, my partner, Srutha, came up with the idea of mousing over the name and images of the planets instead of clicking them. When I changed the code, the app started to work flawlessly. Also, when Ashley stated that the work was hard to understand, that gave me the idea to add a button that explained the buttons and how to use the app. The constructive criticism and suggestions that I received made my app improve immensely by making it more accessible and user friendly.

## Rubric

Category	Extensive Evidence	Convincing Evidence	Limited Evidence	No Evidence	Comments
User Interface Screens	User interface includes at least three screens.	User interface includes two screens.	User interface is on a single screen.	The screen is blank.	I gave myself this grade because I used more than 3 screens in my app.
User Interface Navigation	The user can easily navigate between all screens.	The user can easily navigate between most screens.	The user can easily navigate between some screens.	The user cannot navigate between screens.	I think the user can understand when to mouseover or click a button because I created instructions for the user to follow.
User Interface Elements	The app includes at least one example each of: <ul style="list-style-type: none"> <li>- Text</li> <li>- Image</li> <li>- and audio.</li> </ul>	The app includes at least one example of two of the following: <ul style="list-style-type: none"> <li>- Text</li> <li>- Image</li> <li>- And audio</li> </ul>	The app includes at least one example of one of the following: <ul style="list-style-type: none"> <li>- Text</li> <li>- Image</li> <li>- And audio</li> </ul>	The app includes no text, images, or audio.	I provided more than one example of audio, text and image which is why I should get extensive evidence.
Code	Code runs without errors	Code runs with a few errors.	Code does not run or has a lot of errors.	Code is blank.	I think that my code runs smoothly, without bugs.
Element IDs	Screen elements all use meaningful IDs.	Screen elements mostly use meaningful IDs	Some screen elements use meaningful IDs	Screen elements do not use meaningful IDs.	I named my elements with IDs that explain what the element does.
App Topic	Topic is clearly communicated and explained.	Topic is somewhat clearly communicated and explained.	Topic is not communicated well.	App appears to be a random collection of elements with no clear topic.	I think that the user can understand the topic very well while using the app. The theme of the app is present.
App Development Planning Guide:	Planning guide is fully completed.	Planning guide is mostly completed.	Planning guide has a few parts completed..	Planning guide is empty.	I finished the planning guide without a problem.
Written Response 1:	Response accurately describes the purpose, functionality, and inputs/outputs of the app.	Response mostly describes the purpose, functionality, and inputs/outputs of the app.	Response is not complete, but does describe the purpose, functionality, or inputs/outputs of the app.	Response does not address the prompt in any way or is blank.	I think that I should get convincing evidence because I don't know if the explanation can tell the reader about the functionality and inputs/outputs of my app as well as I would have liked it to have been.
Written Response 2:	Response fully describes an idea or recommendation provided by a partner / peer and how it improved the app.	Response mostly describes an idea or recommendation provided by a partner / peer and how it improved the app.	Response is not complete, but does describe some of the work with a partner.	Response does not address the prompt in any way or is blank.	I think that I did a good job of telling the reader how the peer feedback and suggestions helped improve my project.