You must design and create a project with App Inventor that must meet the following criteria:

**Design**

1. A “whiteboard” diagram of the system
2. Have a prototype
3. Pseudo-code for each possible interaction for each screen
4. Database schema
5. Presentation

**(20 %)**

**Implementation**

1. Represent a system that solves a real problem. It can however also be a game if desired
2. Make use of logical control structures
3. Make use of mathematical logic
4. Include a database for the persistence and retrieval of application data
5. Contain UI screens that are simple, attractive to the eye and easy to navigate and use
6. Be as robust as possible i.e. not be easy to crash
7. Contain some kind of algorithm or innovation
8. Contain at least one kind of multimedia function
9. Presentation

**(40 %)**

The project design must be completed by February 13th, where it will be presented in class.

The project implementation must be completed by March 4th, where it will be presented in class.

For submission on March 4th, a project document containing all of the project design information as well as the projects .apk and .aia file.

For submission on March 4th, a project e.