Challenge Accepted Final Project

RYERSON UNIVERSITY

Session 8 of the workshop is a space where you can bring your own app ideas to fruition. The nominal challenge of the course will put your creative thinking, resourcefulness and problem solving skills to the test! Despite these words of warning rest assured that the instructors will try their best to assist you. It is our intention that everyone leave with an app made.

Choosing your app project is a mix of what you *want* to do and what you can do. In order to facilitate the whole process, we're going to spend today's last hour reviewing any ideas that you may have and encouraging you to set milestones that are reachable and rewarding. After a brief discussion instructors will sign off on features that they notice you prepared for. Be sure to have at least your first two milestones signed off before you leave today.

The last two milestones are an opportunity to take your idea one step further. Once you've made your app, try adding a component, connectivity or sensor that you haven't used before. Depending on your time, you may not be able to reach them during Session 8. They may therefore left as tentative improvements should you wish to experiment more with coding and App Inventor.

Structure

- Layout Sketches: For each screen that your app contains, draw a sketch of the layout of your App. Annotating in the margins can help you remember details about your decisions. Multiscreen optional.

- Component List: List the components you think you're going to need (don't include from milestone 4)

  Note: Components such as WebDB and WebAPIs require significant progress ahead of time and are subject to Instructor approval.

- Milestone 1: Write down the most basic functionality of your app you are sure you can make.
  - Pacman: Four buttons move a yellow sprite across the canvas
  - Orbiter: I want to show an alert with the coordinates of the space station
- Milestone 2: Write down features that upgrade your proof-of-concept into an app
  - Pacman: There will be a ball that respawns and gives score when pacman eats it.
  - Orbiter: I want to show the position of the space station in a map
- Milestone 3: Write down advanced features that add more depth to your app without using new components.
  - Pacman: Make the ball move. Add another ball that pacman shouldn't eat.
  - Orbiter: Tell the user how far away he is from the ISS. Show the last 3 locations it was at
- Milestone 4: Browse A.I. for a component you've never used before (or one that requires advanced skills) such that it adds more value to your app. Take your time to see what it can do and list ways you think you can integrate it into your app.
  - Pacman: Instead of moving with buttons, move pacman with the Gyroscope;
  - Orbiter: Tweet to @Space_Station whenever you're under the ISS.

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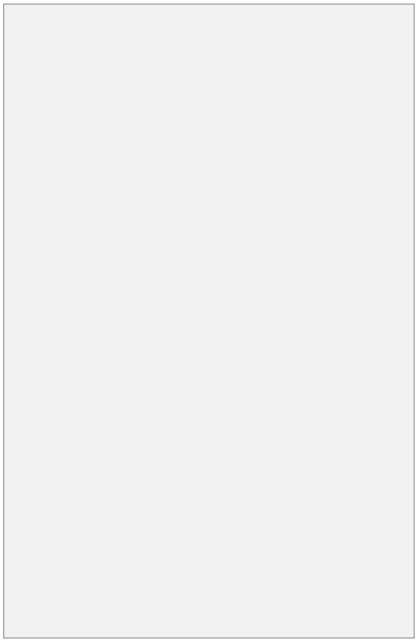
Name: _____ Email: _____

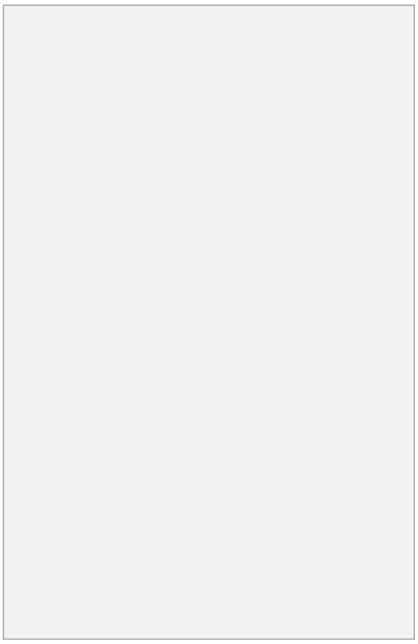
App Name: _____ App type: _____

App Tagline: _____

Why make this app: _____

Layout Sketches:





Components to be used:

Name: _____ Email: _____

Milestone 1:

Instructor Initials:

Milestone 2:

Instructor Initials:

Name: _____ Email: _____

Milestone 3:

Instructor Initials:

Milestone 4: