

Final Project Organizer

Throughout this course you have used the Applied Design stages in a number of projects.

DEFINING:

Considering the knowledge, skills and experiences that you have developed during this course, brainstorm a wide variety of programs that you would be interested in completing for this task. Write down a name and brief description for each:

Select one or two of the ideas above and consider who would serve as an end-user for these projects. Write the information below (including the one or two ideas you selected and the potential end users).

UNDERSTANDING CONTEXT:

Select an end-user for one of the ideas you selected and go and interview them. Gather as much information as possible from them related to what type of components they would like in the project. Consider carefully the questions that you asked in previous projects. Revisit those questions.

Write down the questions you asked, and the responses from your end-user, below:

DEFINING:

Based on the interview responses above, write down any and all characters, themes, challenges, game play ideas, scenes, scoring opportunities, rules, requirements and components that you think might be interesting to include in a program for this individual.

Identify the components in the brainstorming above that might be difficult to program based on your current knowledge. What can you do to solve this problem before starting to program?

IDEATING/PROTOTYPING

Part 1: Screens

Draw a sketch of each of the main “screens” in your project. Add a brief description of what the screen does and how it relates to the other screens. If you need more space, add extra pages.

Part 2: Sprites

What sprites will you need in your project? List the sprites, with well-chosen names. For each sprite, list the costumes the sprite will need, sounds it plays, and the set of behaviors that sprite should exhibit. Add more pages if necessary.

[illegible]

Part 3: Custom Blocks

Describe each custom block you will create in the project. Explain what the block does, what type of block it is (command, reporter, or predicate), list its parameters/inputs, and which sprites will call the block.

[illegible]

Part 4: Variables

List the variables you need to create, explain what the variable is used for, and whether it is a global or sprite-scoped variable. If it's sprite-scoped, explain which sprite it belongs to. *You do not need to list "script variables" that are created and used temporarily within a script.*

[illegible]

TESTING:

Decide who will be testing your program and who this testing will take place. Decide upon the questions you will ask the testers and decide upon how you will record their observations and feedback.

Perform a number of tests and describe the testing and the response you received below:

Based on the feedback you received after testing, explain some of the changes you are going to make to your program and provide a rationale for these changes.

SHARING:

When complete, decide upon a method to share your program with your end-user as well as other users.

Describe how you shared your program and the feedback you received. Explain how this feedback will influence future projects.

