

# Game App Design Worksheet

You will design and make a Game app that users can play on multiple devices.

Include at least TWO of the following components:

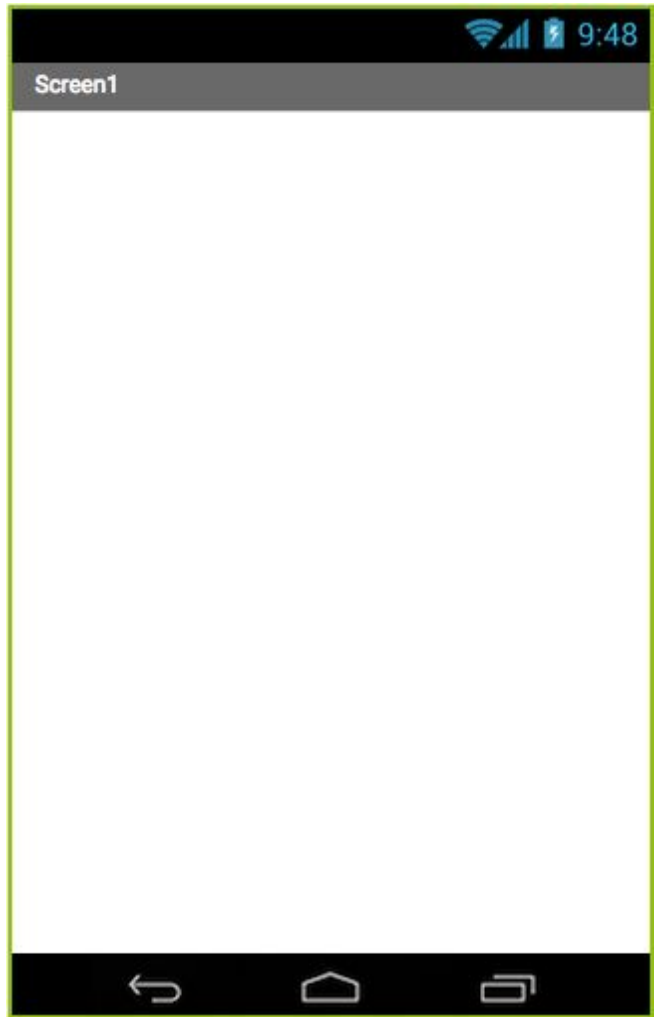
- Accelerometer
- TextToSpeech
- Notifier
- Sound or Player

Include at least TWO of these features in your app:

- Multiple levels
- Scoring
- Timer
- Animated Sprites

1. Describe the game app you want to create.

2. Screenshots - draw pictures of what your app's screen(s) will look like.



3. Check the components you will include with your app, by marking with a ✓:

<b>Accelerometer</b>	
<b>TextToSpeech</b>	
<b>Notifier</b>	
<b>Sound or Player</b>	

Check the features you will include with your app, by marking with a ✓:

<b>Multiple levels</b>	
<b>Scoring</b>	
<b>Timer</b>	
<b>Animated Sprites</b>	

4. List all the components you will need for your app.

Component Type (Button, Map, Marker, etc)	Name	Special Properties (font, colour, alignment, etc)

Describe how your components work together.

E.g. When Button1 is clicked, do .....

## 5. PEER FEEDBACK

Write down the feedback you receive from your meeting with the other group. Write down their comments (even if you disagree with what they say!) These will be notes for you to refer to as you update and refine your project design.

## 6. TO-DO CHECKLIST

Making a TO-DO Checklist before starting is a good practice to keep track of your progress. Write down your work plan for the next two lessons in the table below:

LESSON	TASKS	STATUS (Completed / Encountered problems)
	Feature One	
2	1.	
2	2.	
2	3.	
2	4.	
	Feature Two	
3	1.	
3	2.	
3	3.	
3	4.	
	Feature Three	

4	1.	
4	2.	
4	3.	
4	4.	
	Feature Four	
5	1.	
5	2.	
5	3.	
5	4.	