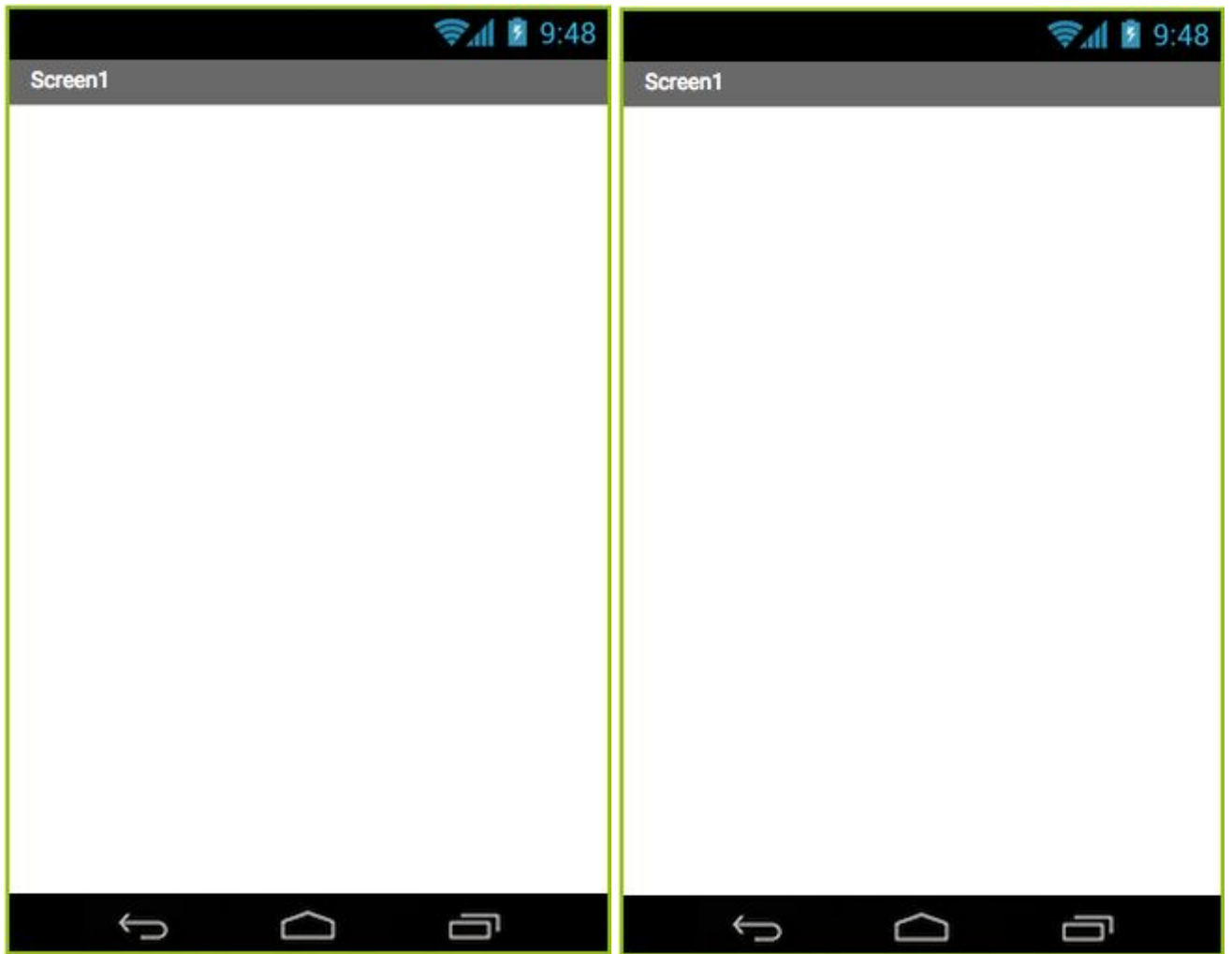Name: _____ Class: _____ Date: _____

Final Project
Design Worksheet

In this unit, you will design your own app to solve. This is your opportunity to make a useful app to help people in your community, while showcasing all you've learned about making apps!

1. Describe the app you want to create.

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

Name: _____ Class: _____ Date: _____

3. **Components and Concepts**

Think about the App Inventor components and computational thinking concepts you have learned so far. Check the components and concepts you will include with your app, by marking with a ✓:

Components	Check if included
Map	
Camera	
Pedometer	
TextToSpeech	
SpeechRecognizer	
TinyDB	
CloudDB	
Accelerometer	

Concepts	Check if included
Sequences	
Events	
Conditionals	
Parallelism	
Naming	
Operators	
Lists	

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

Screen1

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 ...

Name: _____ Class: _____ Date: _____

Screen2

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.

Name: _____ Class: _____ Date: _____

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 three lessons in the table below:

Feature One:	Notes	Completed
1.		
2.		
3.		
4.		
5.		
Feature Two:		
1.		
2.		
3.		
4.		
5.		

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