

# Make a Game

Design and build your own game app using the tools  
you have learned so far

# Essential Questions

- What makes a mobile game app exciting and fun to play?
- How do game developers plan out a mobile game app?

# Objectives

1. Design a new app based on Drawing and Animation components in App Inventor.
2. Reuse and remix code used previously to make a new app.
3. Design and code an app incrementally, by developing a plan for step-by-step implementation of a design.
4. Provide feedback and act on suggestions for improvement.

# Lesson 1: Requirements

Use at least TWO of the following components:

- Accelerometer
- TextToSpeech
- Notifier
- Sounds

Implement at least TWO of the following features:

- Multiple levels
- Scoring
- Timer
- Animated Sprites

# Lesson 1: Design

Fill out the ***Game App Design Worksheet***

- Describe your game app
- Screenshots - draw pictures of what your app's screen(s) will look like.
- List all the components you will need for your app.
- Describe how the components work together

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

# Lesson 1: Design

## To-Do Checklist

- Planning is key!
- List by each feature
  - Break it down
  - What steps are needed?
  - In what order?
  - Designer components
  - Blocks needed

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