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|  | **Activity Guide - Multi-screen App** |  |

## Multi-screen App

You will be **creating your own multi-screen app** to practice designing user interfaces and writing event-driven programs**.** You have a lot of freedom to choose what your application will be but some ideas might include:

* A personal app about you and your hobbies / interests
* A “Top 3” app for a category of your choosing
* An informational app for an organization or club
* A flash card app for studying for quizzes
* A short “choose-your-own adventure” game
* An app with a different game on each screen

## Requirements

Your application must have the following components:

* Your app must have some kind of **purpose**
  + Even if the purpose is simple like “Celebrating all my favorite foods to eat”, there must be an underlying purpose that thematically ties the whole thing together.
  + The title of your app should make it pretty clear.
* Your app will have **at least 4 screens.**
* Your app should include **text, images, and buttons** (and optionallysound).
* **No “getting stuck” on a screen.** 
  + It should always be possible to navigate from a screen in your app to some other screen.
  + The user should also be able to “get back to the start” somehow. There are many ways to do this (e.g., screens go in a cycle, or every screen can navigate back to the home screen, etc.) but you should make sure you plan accordingly.
* Your program code should follow good style, particularly by giving UI elements **descriptive and meaningful IDs.**
* Your user interface should be **intuitive to use.**

## Process

* **Choose** the theme and purpose of your app.
* **Complete** the Planning Guide to decide how you will display your information.
* **Informally Share** the sketch of your idea with a classmate to get some basic feedback and to see if they have any ideas you hadn’t thought of. Possible discussion points:
  + Does the way users navigate through pages intuitive?
  + Is the design / layout clear and present the information well?
  + Anything you would add? Anything you would take out?
* **Program** your app following the plan you develop in the Planning Guide.
* **Peer Review** at least one of your classmates’ apps using the Peer Review Rubric.

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|  | **Planning Guide** |  |

## Outline Your App

You will be **sketching out** the layout of your application using the rectangles below. Each rectangle represents a screen of your app. For each screen you should:

* **Decide** what information will be included on that screen.
* Give the screen a **descriptive ID.**
* Add any **notes** about the content that will be featured in that screen.
* Within each rectangle, **draw the elements** that will appear in that screen.
* **Draw arrows** to / from your screen showing how a user will be able to navigate through the app.

Screen ID:

Notes:

Screen ID:

Notes:

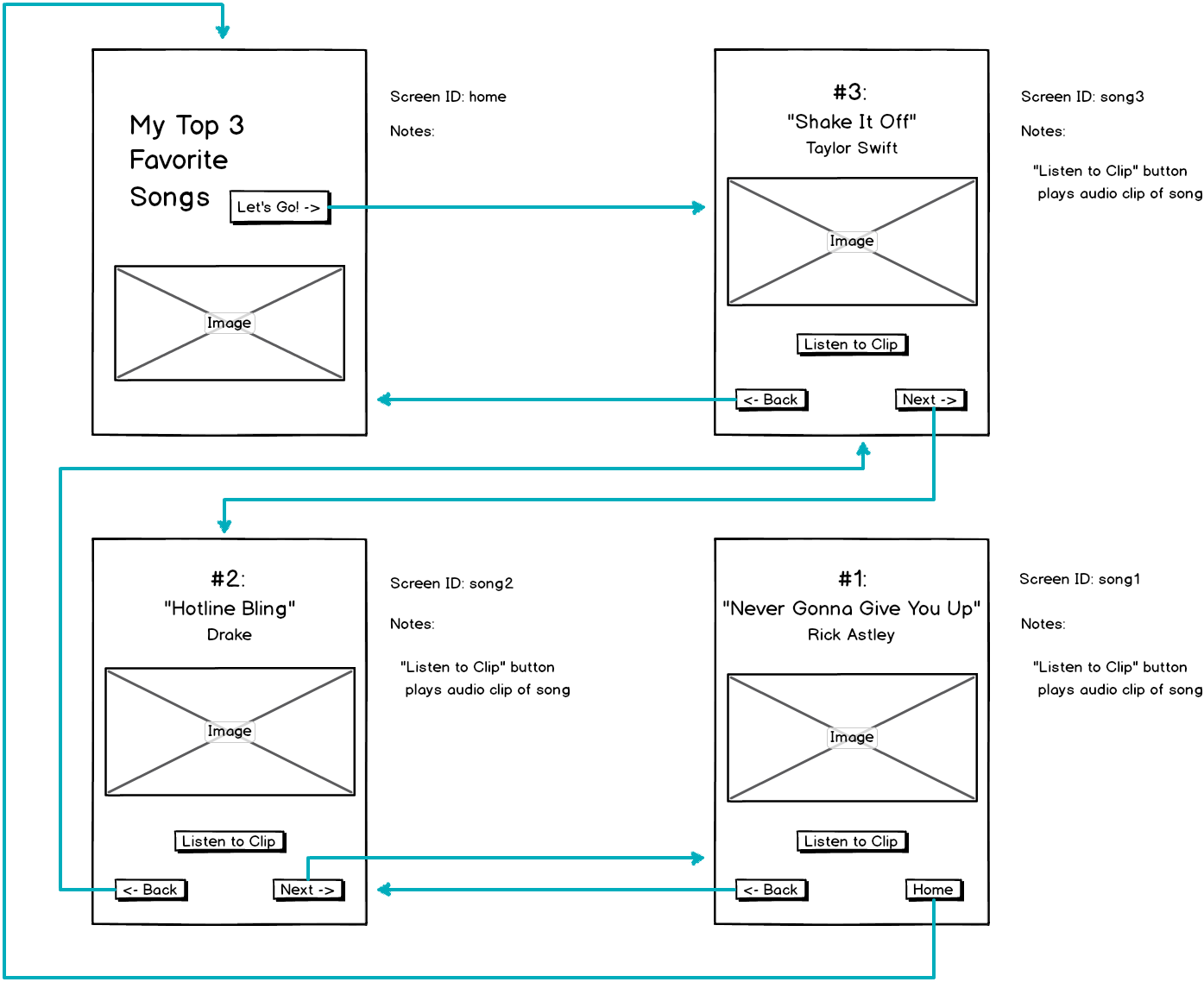
Screen ID:

Notes:

Screen ID:

Notes:

## Outline Example



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|  | **Peer Review Rubric** |  |

Project being reviewed:

Reviewer:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Criteria** | **Yes** | **Almost** | **No** | **Comments** |
| Intended purpose of the app is clear |  |  |  |  |
| Project includes at least 4 screens. |  |  |  |  |
| Application includes images, text, and buttons. (bonus points for sound). |  |  |  |  |
| You cannot get “stuck” on any screen. It is always possible to get to the rest of the app. |  |  |  |  |
| Text on screen is clear and descriptive. |  |  |  |  |
| Element IDs are descriptive and meaningful.  (Look at the code.) |  |  |  |  |
| The app is visually appealing and the user interface is intuitive to use. |  |  |  |  |