

## **Team Project #2**

The goal of the team project is to create a project in App Inventor composed of constructs (sequence, decision, and loop structures, broadcasts, custom blocks, variables, etc.) discussed in the class. The program can do anything desired; however, it must meet the following requirements:

- Five of the following concepts we've already learned must be included in the program:
  - Procedures
  - Decision structure
  - Loop structure
  - Variables
  - List
  - Database
  - Use the phone's sensors (accelerometer, texting, contacts lists, etc.)
- The program should express your creativity and be something unique (it cannot come from the text, and please don't copy an existing app or game – we know where to find them!).
- If it is a game, it must have four levels. If it is not a game, it must provide some social or societal benefit.

Teams should be composed of 2-4 people and each person should contribute equally. At the conclusion of the project, each member of the team will describe what he/she did and will grade themselves and the other member(s) of the team.

Projects will be submitted on November 30<sup>th</sup>, and each team will present their completed project to the class on November 30<sup>th</sup> or December 5<sup>th</sup>.

This project has two small deliverables beyond the final App Inventor application, which will be posted as separate assignments:

- The first deliverable for the team assignment is a simple Word (or comparable program) document listing the members of the team and your project idea – Due November 7<sup>th</sup>.
- The second deliverable for the team assignment is the program design created using a flowchart or pseudocode in the application of choice along with a listing of what each team member is responsible for using Word (or comparable program) – Due November 23<sup>rd</sup>.

Grading for the project consists of the following:

<b>Component</b>	<b>Percentage</b>
Deliverable #1: team list and project idea	5%
Deliverable #2: project design and team assignments	5%
Five constructs	40%
Proper length	20%
Creativity	15%
Team grading	5%
Presentation	10%