

## App Inventor Functional Prototype:

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**GOAL:** Build a functional Prototype of your team's App that demonstrates the key feature that will make it a success using App Inventor.

### Requirements:

- App contains a minimum of 4 different pages/screens with good layouts.
- Simulate the screens that illustrates one of the key features that will distinguish your App and make it successful (an MVP feature).
- Include at least one dynamic function in App Inventor, i.e. changes based on user input data or selections, employ App Inventor functional blocks. Be creative.
- Must include at least two procedure in your Blocks.
- Create a logo for your App, include it in your pages.
- Remember: do not use any copyrighted material that you do not have permission to use. Only use first names of team members.

### Details:

Working as a team build a functional Prototype of your App in App Inventor. Pick one of the key Minimal Viable Product features and build up screens that demonstrate that function. Not all buttons need to work, but you should have a series of screens that one can follow that gives the user a sense of how the App will function. Do your best to include at least one piece of functionality such as changing results based on selected entered (text fields) or selected values (check boxes), use built in features of App Inventor such as Maps, Text to Speech, Timers, Media players or Webpages. You will likely need to use variables, lists, and/or procedures to accomplish this. Work as a team and do you very best.

To start, look at your Balsamiq Wireframes and pick a path to build – try to find one that demonstrates the key feature that will make your App valuable and makes it better than any potential competition (the “secret sauce”). Determine what images and resources you need to assemble and divide up what needs to be done among your team members – for example you may assign tasks like these:

- design a logo for your App start page
- make the simulated screen images as steps progress
- work in App Inventor to get the layout and buttons working going between pages (decide to use Pages or Layout to accomplish this)
- research how to accomplish your key function in the app, look at examples, books and/or experiment in App Inventor

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Updated by Earl Bergquist for Garfield High School's classes, Fall 2013



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App Name: \_\_\_\_\_

Team Name & Number: \_\_\_\_\_ Per: \_\_\_\_\_

**Grading Rubric:** (finalized & fixed):

**AfG Functional Prototype evaluation criteria:** (Total: 20 Project Points)

**Design, Creativity & Effort:** (Max: 10 Points)

- (\_\_/2) – App Logo is creative, well designed and reflects the App.
- (\_\_/3) – Pages Layouts are well designed and allow for clear functionality (contains no copyrighted material, only use team first names.)
- (\_\_/3) – good use of team work and class time (work together, not off-task, no hacky sacking, not doing other homework, & done on time)
- (\_\_/2) – Path selected demonstrates well key functionality of MVP.

**App Inventor Features:** (Max: 10 Points)

- (\_\_\_\_/2) – Minimum 4 screens in App
- (\_\_\_\_/2) – Contains at least at least one dynamic function in App Inventor
- (\_\_\_\_/2) – Screens progress correctly and are well tested & free of bugs.
- (\_\_\_\_/2) – Uses at least two procedures in your blocks.
- (\_\_\_\_/2) – .AIA & .APK files are uploaded correctly to our class folder for sharing (. )

\_\_\_\_\_ **Total (out of 20 Project Points)**

Comments: \_\_\_\_\_  
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