

## Status (Not Started, Started, Completed)

<b>Project Mgmt Plan</b>	
<b>Wireframe</b>	
<b>App Development</b>	
<b>Storyboard Video/Presentation</b>	
<b>Business Plan</b>	All teams should incorporate a business plan into their pitch videos & presentations. But senior teams must also submit a 5-page document.
<b>Pitch &amp; Demo Video (with subtitles)</b>	
<b>Pitch Presentation</b>	
	<b>Submission</b>

**App** Time Optional - Team members working on the app, using App Inventor

**Week Seven Priority** It is very important to make progress on the app building. Let us know if you require an Android phone or tablet if the emulator is a problem. Unfortunately, we can only provide support for App Inventor or Java.

Initially focus on making the app's screens, adding all the components firstly then coding them. Remember that component list from session two? Get it out. Also have a look at your wireframes. Nothing will be finished in one session. You should plan your sessions, per the Gantt, to have a goal to complete each week.

Remember **it just has to be navigable for a demo**. Perfect, commercial ready apps are not the aim this iteration. These are proof of concept / early prototypes. App products go from proof of concept to pre-commercial prototype to a customer-ready version for early adopters to a larger roll-out and/or deployment upon receiving feedback and making changes. ([See POC to Production worksheet](#))

For teams with one or more coders, you can work on separate App Inventor accounts and then combine the work later. The most successful way to do this is to work on the screens that *most relate/interact with* one another, each. An example would be one coder works on the home, sign in, user account screens, while another works on the first level of the game. Etc. Note - you can only have one "screen 1", so be certain to name all of the screens in a way that do not overlap/can be combined later.

Keep in mind the colors and images from your Branding Canvas when designing these screens, so that they have a cohesive look in keeping with the brand when completed.

If anyone is having trouble with the programming, look in "Gallery" when in App Inventor (next to "My Projects") where there are tutorials as well as other apps. Sometimes it is possible to look at the coding in another app that is doing what you want to do with yours. Replicate it for your own use. The Apps that are available are sharing their code for this purpose, in the spirit of Open Source. It can save a lot of time.

*Tips for 'blocking' (using the blocks in App Inventor to programming the app)*

- Google, yes, Google 'setting up a database in App Inventor' or whatever is relevant and there will be many many tutorials and examples
- look at similar apps that are shared on App Inventor and identify what ones might have similar programming or pieces of similar programming -- using what's open-source code can save a lot of time; see <http://appinventor.mit.edu/explore/app-month-gallery.html> click on what interests, agree to open the app and then look at the blocks
- look at the App Inventor tutorials, even those offered from inside App Inventor in 'Guide' <http://appinventor.mit.edu/explore/ai2/tutorials.html>
- and from Technovation

<http://technovationchallenge.org/curriculum/code-1/>

<http://technovationchallenge.org/curriculum/code-2/>

<http://technovationchallenge.org/curriculum/code-3/>

<http://technovationchallenge.org/curriculum/code-4/>

<http://technovationchallenge.org/curriculum/code-5/>

<http://technovationchallenge.org/curriculum/code-6/>

<http://technovationchallenge.org/curriculum/code-7/>