Ensure that you do this in your notebook or another piece of paper because you WILL be turning in your process for this project.

1. Brainstorm ideas for games or apps that you want to build in class. You can do this part with a partner.
2. Draw out a prototype of the game you want to create. If you will have multiple screens draw each screen. These are called wireframes. Again I want to remind you part of your grade is turning in these wireframes.
3. Above or below your drawings you need to list the components that you will be using to complete that stage of the app. If you can try and do this in a different color ink or pencil so that it is easy to distinguish the wireframe and the components.
4. Write a description of the game that is easily understandable, and the process in which you will go about making it work in the app builder.
5. Share your description and game idea with others and give/receive feedback on the apps.
6. If you come across aspects of the app that you don’t know how to do you first need to try and research how to solve the problem within the group of people near you, if you can document who and how that person helped you.
7. For the app ensure that you follow the rubric (it should look VERY familiar to you).