

Lesson 1: App for that

Computing

Mobile app development

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Materials from the Teach Computing Curriculum created by the National Centre for Computing Education



Success criteria

- Must have a welcome screen, a game play screen, and a final score screen

Welcome screen:

- Must show logo and instructions on how to play
- Must have a button that activates the game play once it is clicked

Game play:

- Game must last 15 seconds before automatically moving to the final score screen
- There must be a blue dot and a red dot that the user can press
- When the blue dot is pressed, the score must increase by 1
- When the blue dot is pressed, the dot should move to a different place on the screen
- The red dot must also move to a different place on the screen when pressed, but the score must decrease by 1

Final score:

- Must display the user's score at the end of the game
- Must have a button to allow the user to return to the welcome screen



Task 1 - Decomposition

Start by writing down how you would decompose the task of building the Tappy Tap app, using the criteria above to help you. There is no real right or wrong answer here. We recommend creating no more than five steps to start with.

Step	Brief description
1	
2	
3	
4	
5	



Task 2 - Getting started with Tappy Tap App

- Log into App Lab
 - **You will need your parents/carer or teacher to create an account for you**
- Browse to 'Start a new project'
- Select App Lab
- Rename your project 'Tappy Tap App'
- Add a button to the screen



Design the home screen

Your task is to implement the design of the welcome screen (don't forget to rename 'screen1' as 'home_screen').

Use your success criteria to help, as well as the sketched design on the right.

Explorer tasks:

- Add a new game screen
- Watch the following video
(oaknat.uk/comp-AppLabA4)
- Code the button to open the game screen



Play your future Tappy Tap App

Visit the following URL to play the game:

- oaknat.uk/comp-TappyTapAppL1

After a couple of goes, look at your success criteria and ask yourself whether or not the game meets all the criteria.

