



# Redesign



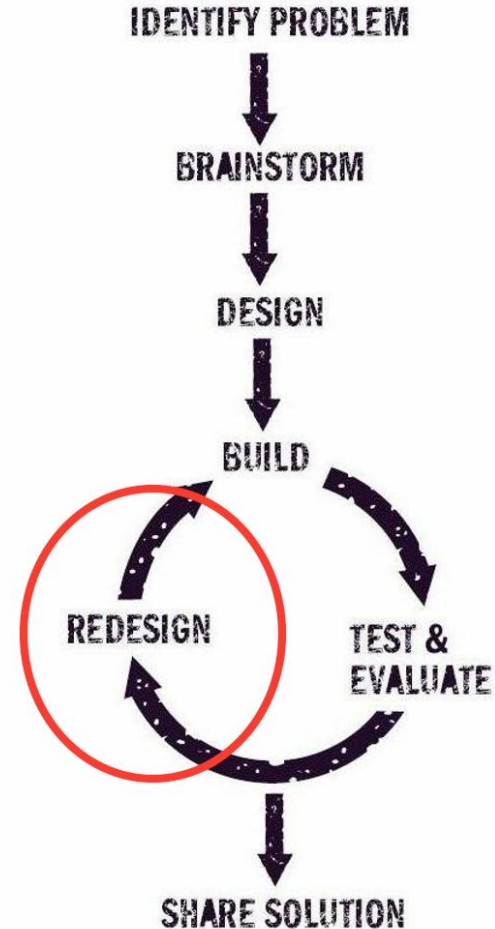
App Authors Day 6



# Goals for our LAST full day:

- Finish 1 functioning App with (at least) 4 screens.
  - Get/Give feedback about the App.
  - Prepare to share your App and poster for next time.
- 

## THE DESIGN PROCESS



# Personas/Users

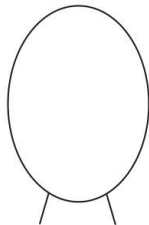
Think of the user for  
your app.

Who would it be? What  
do they like? What do  
they need in an app?

## Personas.

Who is using your App, tell us a little bit about them?

Name:



Behaviors

Describe this users typical day...

Facts & Demographics

Age:

Job:

Family:

Hobbies:

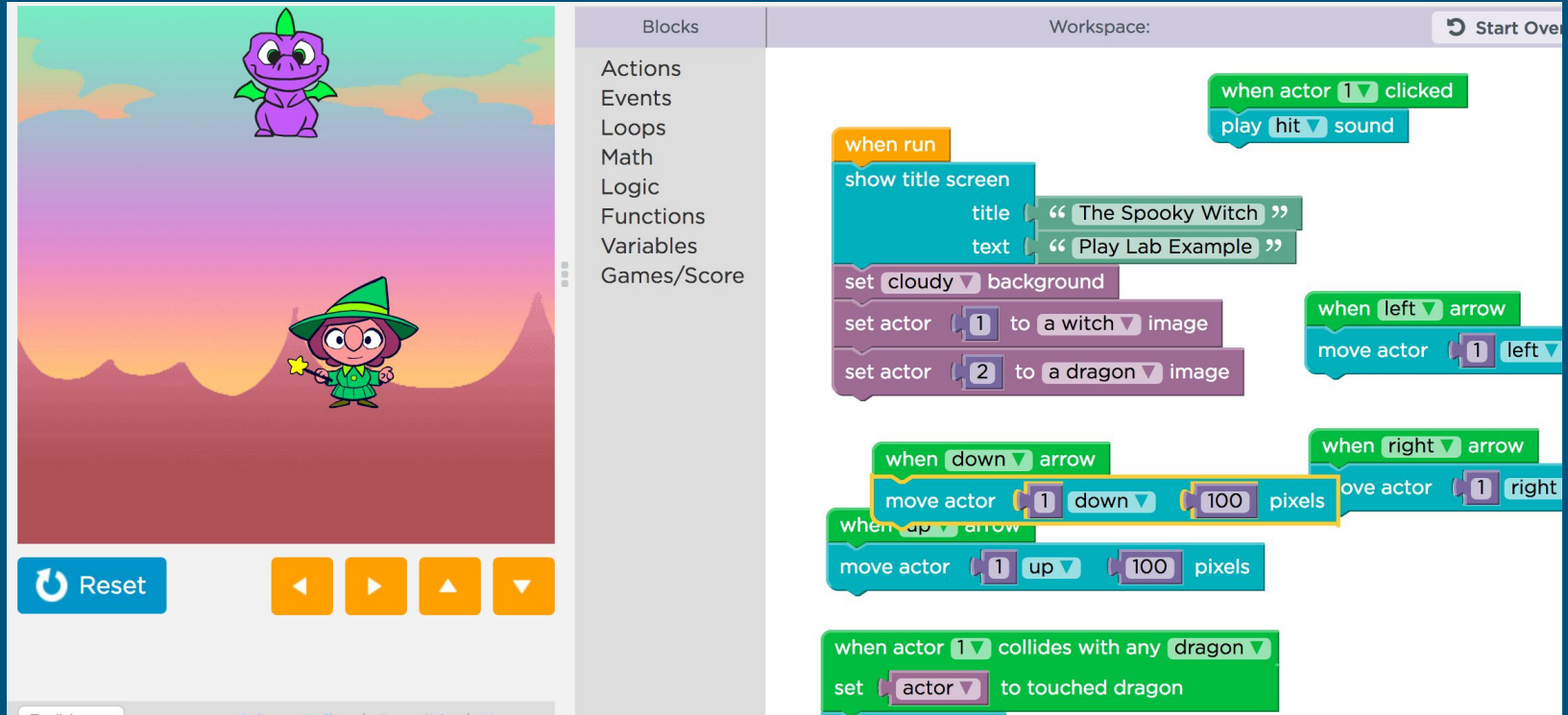
Interests:

Hmmm...

Make a list of things this user might  
be confused about...

# Trying to make a game and getting frustrated?

## Try Play Lab!



The screenshot displays the Play Lab interface, which is used for creating simple games. It is divided into three main sections:

- Game View (Left):** Shows a game scene with a purple dragon-like creature at the top and a witch character at the bottom. The background is a gradient of purple and orange. Below the scene are a "Reset" button and four directional arrow buttons.
- Blocks (Middle):** A vertical menu listing categories for creating game logic: Actions, Events, Loops, Math, Logic, Functions, Variables, and Games/Score.
- Workspace (Right):** The area where the game's logic is programmed using block-based code. The script includes:
  - when run** block: A sequence of blocks to initialize the game, including "show title screen" (with title "The Spooky Witch" and text "Play Lab Example"), "set cloudy background", "set actor 1 to a witch image", and "set actor 2 to a dragon image".
  - when actor 1 clicked** block: Triggers the "play hit sound" when the witch is clicked.
  - when left arrow** block: Triggers "move actor 1 left".
  - when right arrow** block: Triggers "move actor 1 right".
  - when down arrow** block: Triggers "move actor 1 down 100 pixels".
  - when up arrow** block: Triggers "move actor 1 up 100 pixels".
  - when actor 1 collides with any dragon** block: Triggers "set actor to touched dragon" when the witch touches the dragon.

<https://studio.code.org/sections/ZDIPWF>

Choose your name

Type your secret word

# Work Time

## Goals:

- App needs a START and an END
- Start with 4 screens. Once those work, you can add more.
  - Make sure all buttons, menus, etc. WORK.

# Feeling done?

## Find a buddy and try the Silent Test.

### **Silent test**

Don't give your user any clues. No talking while they use your App, but you can write notes about what they do and say while they use your App.

### **Notes:**

# Reflect.

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Student Login: APPAUTHORS