



Redesign



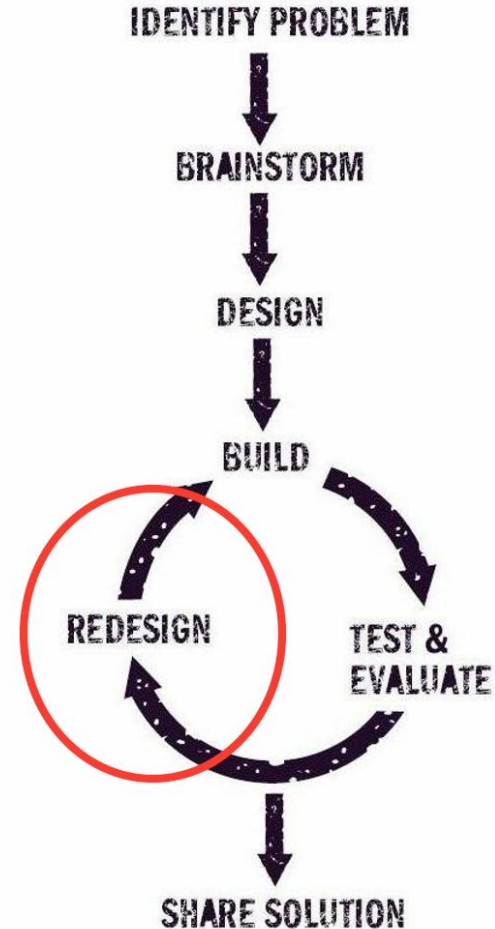
App Authors Week 6



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.
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THE DESIGN PROCESS



Personas/Users

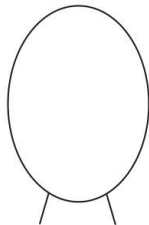
Think of the user for
your app.

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 divided into three main sections:

- Game Scene:** On the left, a game scene is shown 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:** In the center, a list of block categories is visible: Actions, Events, Loops, Math, Logic, Functions, Variables, and Games/Score.
- Workspace:** On the right, a workspace shows a script of blocks for the game logic:
 - when run** block containing:
 - show title screen** block with title "The Spooky Witch" and text "Play Lab Example".
 - set cloudy** block for the background.
 - set actor 1** block to a witch image.
 - set actor 2** block to a dragon image.
 - when actor 1 clicked** block containing a **play hit sound** block.
 - when left arrow** block containing a **move actor 1 left** block.
 - when right arrow** block containing a **move actor 1 right** block.
 - when down arrow** block containing a **move actor 1 down 100 pixels** block.
 - when up arrow** block containing a **move actor 1 up 100 pixels** block.
 - when actor 1 collides with any dragon** block containing a **set actor to touched dragon** block.

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: