

Name: _____

Date: _____

Class: _____

Curiosity Killed the App: Technological Design Process

Identify the Need:

Build your own app using App Inventor that either completes a task related to the exploration of Mars or is a Mars based game app.

Research the Problem:

You did some of this during the lesson before you started the activity. Write what you discovered on Part II here:

Design a Solution:

Brainstorm a list of ideas for your new application:

Draw a blueprint of your design in the space provided:



Build a Prototype

Describe your chosen Mars app here:

What are some special features of your design?

Troubleshooting, Debugging, and Redesigning

Design #	Performance	Problems	Ideas for improvement (next design features)

Communicating the Solution

What is your final design and how well does your final design fulfill the need?

Are there still design problems that need to be fixed? If so, what step in the design process do you need to go back to?