

In App Design, students learn how to create a real mobile app that can be played on both Apple® and Android® mobile devices. At the end of the course, students have the basic skills to create their own app and potentially publish it to the Apple® App Store or the Google® Play Store.

This is a project-based course where students take on the role of creator. In addition to technical skills, students develop the creative, critical thinking, and problem-solving skills necessary to build amazing projects from start to finish. Throughout the course, students work with industry-standard tools used by professionals. If they need any help along the way with their coursework or projects, students can reach out to experts for support by e-mail, chat, or phone.

By the end of this course, students will have built an original, professional-grade project and developed the knowledge, skills, and confidence to become creators on their own, in further study, or professionally.

### Course Materials

All required materials are included with this course.

Length: One semester

## UNIT 1: WELCOME TO APP DESIGN

- Lesson 1: Intro to the Course
- Lesson 2: Tour of the Software
- Lesson 3: Wrap Up

## UNIT 2: READY TO LAUNCH

- Lesson 1: Hit the Target
- Lesson 2: Game Basics
- Lesson 3: Obstacles
- Lesson 4: Wrap Up

## UNIT 3: CHOOSING A THEME

- Lesson 1: Set the Scene
- Lesson 2: Sound Effects
- Lesson 3: Interface Improvements
- Lesson 4: Wrap Up

## UNIT 4: ADVANCED LAUNCHING

- Lesson 1: Launch Speed
- Lesson 2: Launch Direction
- Lesson 3: Wrap Up

## UNIT 5: NEW FEATURES

- Lesson 1: Spikes
- Lesson 2: Teleporters
- Lesson 3: The Launcher
- Lesson 4: Wrap Up

## UNIT 6: BELLS AND WHISTLES

- Lesson 1: The Trail
- Lesson 2: Bounce Number

- Lesson 3: Tool Tips
- Lesson 4: Wrap Up

## **UNIT 7: NEW LEVELS**

- Lesson 1: Easy as 1-2-3
- Lesson 2: 4-5-6: Teleporter Tricks
- Lesson 3: 7-8-9: Launcher Time
- Lesson 4: Wrap Up

## **UNIT 8: LEVEL SELECT**

- Lesson 1: The Intro Screen
- Lesson 2: Level Select Pt. 1
- Lesson 3: Level Select Pt. 2
- Lesson 4: Wrap Up

## **UNIT 9: SAVE, LOAD, AND RESET**

- Lesson 1: Save and Load
- Lesson 2: Reset
- Lesson 3: Wrap Up

## **UNIT 10: NEW THEMES**

- Lesson 1: New World Select
- Lesson 2: Access to the New World
- Lesson 3: Nine New Levels
- Lesson 4: Wrap Up

## **UNIT 11: SECRET LEVEL**

- Lesson 1: Cheat Codes
- Lesson 2: Easter Eggs
- Lesson 3: Bonus Level
- Lesson 4: Wrap Up

## **UNIT 12: FINISHING TOUCHES**

- Lesson 1: Standards of Excellence
- Lesson 2: Upload for Review

## **UNIT 13: ADVANCED TOPICS**

- Lesson 1: Foreground Objects
- Lesson 2: New Enemies
- Lesson 3: Moving Spikes