Computer Literacy (2024-2025 1st Term)

App Inventor Project

Overview

You are required to design and create a health management mobile application for the elderly using MIT App Inventor 2. You should consider the problems and needs that users may encounter when using mobile applications and create user-friendly and innovative App. You are expected to demonstrate good use of MIT App Inventor features and creativity.

Theme of the App

- Encourage the elderly to do more exercises
- For health monitoring
- Train the motor skills of the elderly
- Any other ideas related to the health of elderly.

You may consider the following when designing your App:

AccelerometerSensor, LocationSensor, OrientationSensor and other extra features that are not discussed in assignments.

Requirements

Compulsory features

You are required to put your Name, Class and Class no as the title of the main screen.

You game must have all the following features:

1. Drawing Canvas.
2. Labels to display textual output.
3. Buttons to trigger actions.
4. Use of conditional blocks (e.g. if-then-else) and looping blocks (e.g. for-blocks).
5. Use of functions/ procedures.
6. Use of global or local variables.

Optional features

Depending on the nature and complexity of your App, you may need to make use of the following features:

1. Database Storage
2. Sound effects

3. Use of sensors
4. Use of multiple screens.

Bonus marks would be given if the use of these features (or any other features not listed) is found to be useful and appropriate.

Other requirements

You should make use of the features of App Inventor appropriately. Marks may be deducted if you apply feature(s) in an unsuitable situation.

Marking

The project mark constitutes 15% of the final subject mark. Marking is based on the following:
- Content: 5% (amount and relevance to the theme, presence of all compulsory features)
- Creativity: 5% (fun to use, innovative)
- Techniques: 5% (correctness, appropriate use of features)

Submission

Files to be submitted	You need to submit the .aia file. Save your project as "T1Prj_class_class no.aia" using your actual class and class no. for the filename. e.g. if you are 2H no. 34, your filename should be TermPrj1_2H_34.aia .apk file is NOT accepted and should not be submitted.
Deadline	23:55 on 31 Dec 2024
Procedure	You are required to submit the files via e-class. Do NOT submit via e-mail. Notes • You MUST submit the .aia file but not any other types of files. • You can re-submit your file. However, only the latest file you submitted will be considered. The date and time of submission also follow the latest file you submitted. • You MUST make a copy of the .aia file yourself. You may be required to provide the file again if necessary.