

App Design Proposal

Please use this template to help you plan for your app design.

It is recommended to think through your design and include as many details as possible.

App Inventor Name: _Pam Broviak_____

Submission Date: _____

I. Planning Table

The Name of Your App Ped Route Accessibility	Details	Notes for Yourself
Category of Your App	Learning/reference	
Why are you building this app? <ul style="list-style-type: none">For example, what kind of contextual problem (daily life, learning, instruction, work etc.) are you solving?	To provide an easy and convenient method of learning and checking regulations related to accessibility of pedestrian routes	
User Group(s) (age/job/education level etc.)	adult/professionals working with or interested in accessibility regulations along ped routes	
User Test Plan	<ul style="list-style-type: none">Who are the testers?<ul style="list-style-type: none">co-workers/disability groupsWhen do you plan to test your app?<ul style="list-style-type: none">soon after completionHow do you plan to test your app?<ul style="list-style-type: none">try out myself and send to co-workers/groupsWhere do you plan to test your app? along sidewalks in communities	

How does this app work?	Provide one-paragraph narrative below to briefly describe how users interact with the app. Users will access ped route elements/components listed in the app to determine the current regulations for that element. Example of compliant and non-compliant elements will be available.	
User test results (if you have done it for this app)	What did the users say about your app (e.g., fun factors, visual appeal, navigation, buttons, colors, etc.)	
Dissemination Plan	To whom and how do you plan to promote/distribute your app? Do you plan to use it with your students or at work? Other professionals/disability groups yes	
Future development plan for this App	(e.g., features or function to add; reasons for your future development plan etc.) 1. Once PROWAG is approved, update regs 2. Provide an inspection function	2. this would require a link to a database

II. Instruction for App Component Map and App Behavior Flowchart

Please use concept map tools (e.g., Gliffy, Google Drawing, or Bubbl.us etc.) of your choice to create the following to explain your proposed apps

1. **App Component Map** (i.e., explain what you plan to have on the Component Designer; You can also consider providing a screenshot of your working Component Designer to help your explanation.)
 - a. What are some visible components you plan to have on the user interface? (e.g., buttons, labels, images, animations, textbox for input etc.)
 - o Buttons for lists, display and information choices such as regulation, photos/examples
 - o Canvas to hold photos
 - o List Picker to allow user to choose from a list of elements
 - o Labels for instructions or explanations or titles

- b. What are some Non-visible components you plan to have on the component designer? (e.g., sound, location sensor, TinyDB etc.)

None

- c. Why do you need those components mentioned above (aesthetic, relevance function etc.)?

NA

2. **App Behavior Flowchart** (i.e., plan and present the behavior logic/flow you would like to have on the [Block Editor](#))

- a. What would your apps do behind the scenes? (i.e., How does this app work? What kind of behaviors do you plan to build in the Block Editor?)

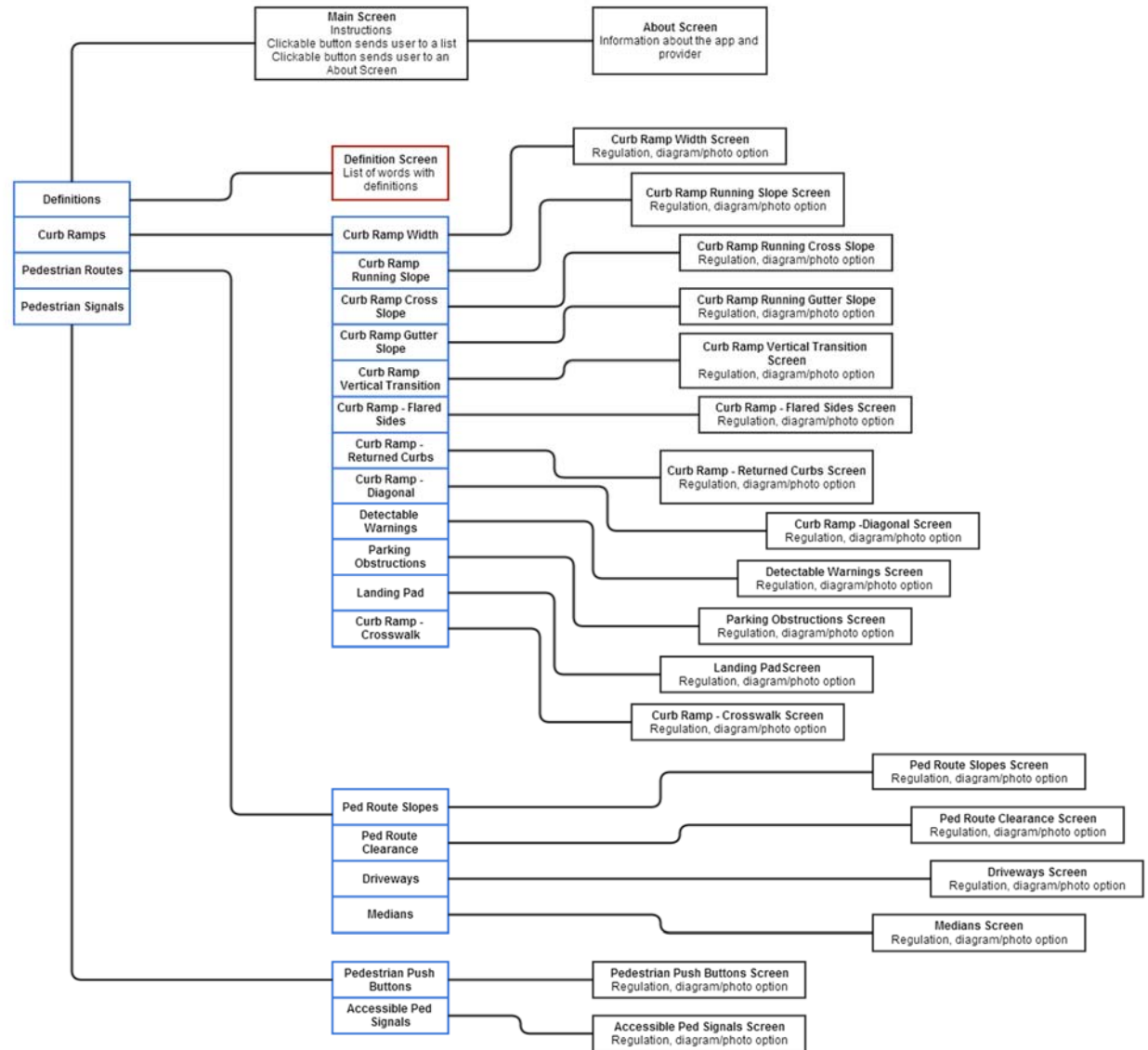
- i. For example, if you are building a Virtual Tour app, you might want to have the app “present a list of sites for users to view after they click on a button.”

- ii. Present those planned behaviors in a flowchart.

e.g., (Note: This example above is a linear behavior flowchart. Your flowcharts are expected to involve multiple paths of behavior flow.)

Insert the images of your **App Component Map** and **Behavior Flowchart** below.

II-A. App Component Map



II-B. App Behavior Flowchart