

Activity Guide - Screen Planning and Design



Planning Screens

What screens are necessary to make an app for your chosen issue? Some possible ideas for screens include:

- Splash
- Tutorial
- Login
- Profile
- Home
- Main Menu
- Calendar
- Social Feed
- News/Announcements
- Statistics or Information
- Catalog
- Shopping Cart
- Checkout
- Gallery
- Contacts
- Playlist
- Media Player
- Settings

You won't be making all of these, but you should at least have a plan for what screens would be necessary to make a completed app. Also, you are welcome to work together with a person so that your finished app has more screens. But, each person is responsible for their own screens.

Assign Screen Names

Each screen needs to have a unique (within the app) and descriptive name. The screen name can only contain letters and numbers - no spaces, punctuation, or other special characters.

One good way to come up with a namespace is to combine the name of your screen with an underscore (_). For example, if your screen name is **account** then use the namespace **account_**. This namespace can then be added to each of your control id's so that screens with similar controls won't conflict with each other.

Screen Name / Type of Screen	Namespace	Purpose / Description

Design a Screen

Design one of your more important and complex screens on the next page. Sketch each element in the frame. Then, write its ID in the table on the left, and connect the two with a line.

