**Final Project for App Inventor 2**

Your final project will be to create a game in App Inventor that includes the following:

1. An algorithm written in your own words showing exactly what the program will do. Must be ok’d by me. (20 pts.)
2. The game must also contain a minimum of the following. (10 pts. each 80 pts.)
	1. User interaction (buttons to push, objects to move, or screen elements that change.)
	2. Sprite or sprites
	3. A Canvas
	4. A Label
	5. A Button
	6. Use of a Clock component
	7. Use of Clock timer to move sprites
	8. Is aesthetically pleasing, interesting and fun to play

You may add any other components to make your game work.

Use the apps you have already created for references. Following is a new example of an app.

[http://notes.hfoss.org/index.php/AppInventor:Animal\_App](http://notes.hfoss.org/index.php/AppInventor%3AAnimal_App) Animal App