# Learning Path For
EARLY ACHIEVERS

ANDROID APP DEVELOPMENT

The students also explore the basics of UI/UX design and try their hand at designing and developing simple apps like language translator, text to speech convertor, color mixer etc, using Thunkable interface.

SESSION	CONCEPT	SKILLS
01	Introduction To App Development	**Exploration** Familarising with the concept of App development.
02	Designing An App	**Creativity, Logic** Use basic UI components and write code to create a color slider App.
03	Building Code	**Creativity, Logic** Use basic UI components to design screen layouts.
04	Navigating Through The App	**Creativity, Logic** Introduction to Parts of an App Interface. Creating Camera and Image recognizer App.
05	Using Variables And Sound	**Creativity, Logic** Creating Text to speech recognizer App.
06	Using Lists And The List_Viewer	**Perseverance And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Build a Memory App and your own personalized App.
07	Using Nested Lists	**Perseverance And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Build a Memory App and your own personalized App.
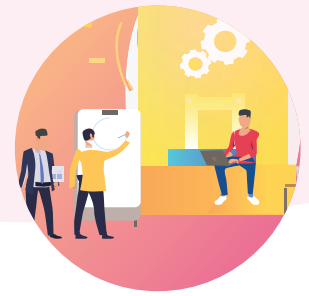
08	Memory Game App - Screen Design	**Perseverance And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Build a Memory App and your own personalized App.
09	Memory Game App - Coding	**Perseverance And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Build a Memory App and your own personalized App.
10	Open Session	**Perseverance And Application Of Learning** Fine-tuning the UI and UX coding for publishing the app on playstore/appstore. Build a Memory App and your own personalized App.
11	Canvas - The Stage	Adding a Canvas , The Canvas Blocks , Create a Doodle App.
12	Canvas - Sprites - I	**Logic, Creativity, Decomposition, Generalization** Create a football game App.
13	Canvas - Sprites - II	**Logic, Creativity, Decomposition, Generalization** Create a football game App.
14	Gaming App Project - I	**Logic, Creativity, Decomposition, Generalization** Create the Mummy Run Game App .
15	Gaming App Project - II	**Logic, Creativity, Decomposition, Generalization** Create the Mummy Run Game App .

PURPLE TUTOR
https://www.purpletutor.com/

Founded by Alumni of

Carnegie Mellon University

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16	Gaming App Project - III	**Logic, Creativity, Decomposition, Generalization** Create the Mummy Run Game App .
17	Sprites & Maze Game - I	**Logic, Creativity, Decomposition, Generalization** reate a Maze Game App using the concept of Gyroscope.
18	Sprites & Maze Game - II	**Logic, Creativity, Decomposition, Generalization** reate a Maze Game App using the concept of Gyroscope.
19	Image Classification	Artificial Intelligence with App Inventor , Build an Image Classifier App.
20	Course Review & Revision	**Creativity, Logic** Designing GUI for the application using Figma.
21	Figma-I	**Creativity, Logic** Designing GUI for the application using Figma.
22	Figma-II	**Creativity, Logic** Designing GUI for the application using Figma.
23	Figma-III	**Creativity, Logic** Designing GUI for the application using Figma.
24	Project-I	**Logic, Creativity, Decomposition, Generalization** Using Figma to design UI/UX in a project.
25	Project-II	**Logic, Creativity, Decomposition, Generalization** Using Figma to design UI/UX in a project.