

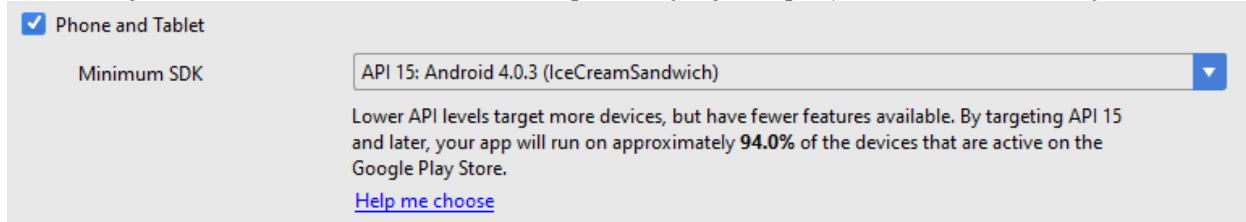
## Before You Start Your App

What will it be named?

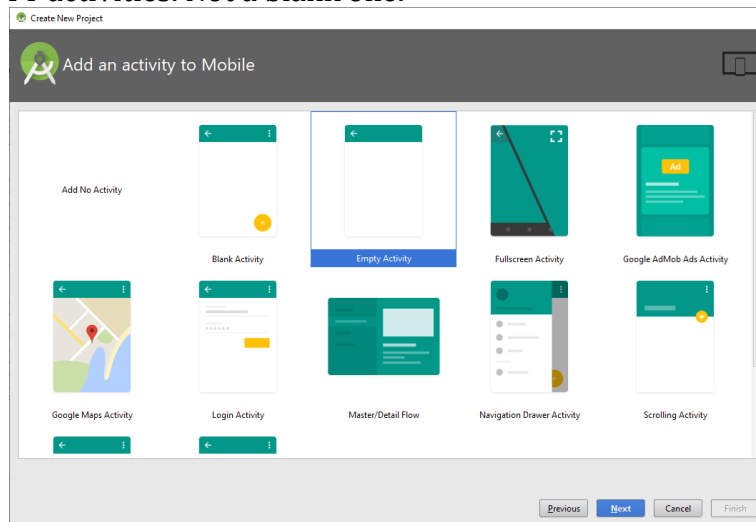
- It should be named with your last name AND the game name.
- For example: GorskiTicTacToe.

What version of Android will you use?

- Icecream sandwich is the one in the lab.
- If you want to load to Ms. Gorski's phone (so your project will be marked), use that one.



Remember to use EMPTY activities. Not a blank one.



Name your pictures properly BEFORE you put them in the drawable folder.

- No capital letters
- Numbers can't be the first character
- No special characters, except for underscores
- No spaces

Resize your pictures BEFORE you put them in the drawable folder.

- 350 pixels wide by 500 pixel high fits on Ms. Gorski's phone with room to spare.
- Total up your dimensions and see if it fits.

Decide what screens you will have.

- If you want to have multiple screens, you need to be able to read through and apply the instructions given: [intents powerpoint](#) or [screens video](#). If independent work is challenging, then plan on one screen.
- The auto generated screen will be your START UP SCREEN. Changing this is difficult, so don't bother. Plan for it to be your first screen.
- Your game screen will be on a screen you add yourself following the instructions in the powerpoint or video.