CS454: Essentials of Developing Windows Apps

Each week the students are required to design two apps and get them certified in the store, these are the app types that they are suppose to create.

1. Replicate Apps, Students will be required to utilize two simple and easy to use replicate templates to:
    a. Create an app that shows subjects of interest to them using RSS feeds
    b. Create an exam app for physics, biology or other science topics
    c. Place both apps in the store for certification
2. Game Design applications students will be required to create two games:
    a. Create a platform type of app with a start page and Replay page
    b. Create a "8-way type of app with a start page and Replay page
    c. Place both apps in the store for certification
3. Design and implement replicate apps in XAML/C++
    a. Create an app that consumes RSS feeds, allows easy modification
    b. Create an app that can be used for training
    c. Place both apps in the store for certification
4. Games and more games
    a. Generate a multiple layer game using either platformer or 8 Way
    b. Generate a multiple layer game using Tower Defense
    c. Place both apps in the store for certification
5. Design and implement two apps that solve a simple problem in:
    a. Geometry
    b. Trig
    c. Place both apps in the store for certification (this is seriously easy, please don't freak because it is math)
6. Design and implement two apps that solve a physics problem, without complex graphics, related to:
    a. Theory of Relativity (don't freak it is EASY, achieving near light speed is hard, if you are not a photon)
    b. Momentum
7. Design and implement 2 apps that solve a biology, geology or science problem of interest to you, for example:
    a. Bacteria growth
    b. Probability of an earthquake, see Cal Tech website for information
8. Back to games, using a new tool called TouchDevelop design and certify
    a. A whack a mole game (template exists and ready to use)
    b. Board game, simple implementation and template
9. Using XAML/C# or XAML/VB create two simple physics app
10. Design two apps using any tool