

# Educational App Development

## Visit #3 – Collect MVP Feedback

### Purpose

The purpose of this visit is to collect feedback about how you have *started* to implement plans made with the paper prototype. Have your partner at LDPS compare the paper prototype to your software prototype. What does your partner like about the software prototype? What might they like to see changed? Have any priorities changed regarding what features get implemented? Additionally, take the time to show your partners the code that makes your prototype work; they may have already, or soon will be, learning the basics of how to code with Scratch.

### Evaluation Criteria

Category	Essential question	Not at all	In part	Fully
Knowledge	While developing your first playable prototype, were you able to navigate the interface of your development environment, and demonstrate the ability to, for the most part, independently debug logical errors in your application?			
Application	Did you produce a <i>minimum viable product</i> to demonstrate, as a prototype, in time for our third visit to LDPS?			

### Notes

LDPS Partner #1		
Warm feedback	Cool feedback	Things to add

