## Create A Mad Lib App! (35 pts.)

Now that you know how to receive text and create strings, time to use this skills in the creation of your own "Mad Lib." This is when the user enters requested words and they are placed in a premade sentence. **– Have Fun!** 



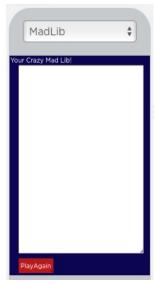
Model Design /Storyboard

## 1. **Design - Story Board** (10 pts)

Please draw/write how each of your screens will appear in your Mad Lib. You will incorporate 2 screens in your Mad Lib.

Design /Storyboard		
Welcome Screen	Mad Lib Screen	
<ul> <li>Title text.</li> <li>Explanation text.</li> <li>4 Text Input Fields &amp; accompanying Title Text &amp; Placeholder.</li> <li>Image</li> <li>Button that links to Mad Lib Screen</li> </ul>	<ul> <li>Title text.</li> <li>Text Area to display Mad Lib.</li> <li>Button that links to Welcome Screen.</li> </ul>	





<u>-</u>	
	1.1
	ų į l
	ų į l
	ų į li
	ų į li
	ų į l
	1.1
	1.1
	, II
	y
	y [ ]
	1 I
	y [ ]
	1.1
	1.1
	, I
	ų į
	ų į li
	1 I
	ų į l
	1.1
	1.1
	1 1
	, I
	1 1
	1 1
	ų <u> </u>
	ų <u> </u>
	ų <u> </u>
	ų į
	ų <u> </u>
	ų į
	ų <u> </u>
	ų <u> </u>
	ų <u> </u>

Grade Sheet	Points
The game had a minimum of 2 screens. The "Welcome" screen and the "Mad Lib" screen.	
The "Mad Lib" screen has title text and a button that links to the Welcome screen.	
The Welcome screen has a title, an explanation, and a button that links to the Mad Lib screen.	10 pts.
The Welcome screen has a minimum 4 Text Input Fields & accompanying Title Text & Placeholder.	5pts.
After the user enters the data on the welcome screen, all the entries appear correctly on the text area	
section of the Mad Lib screen.	5pts.
The Mad Lib has correct punctuation (period) and spacing between the words.	5pts.