Decompose the problem: The Tappy Tap App

You have been tasked with designing our new Tappy Tap App.

Here are the success criteria that you must meet when building the app:

* Must have a welcome screen, a game play screen, and a final score screen

Welcome screen:

* Must show logo and instructions on how to play
* Must have a button that activates the game play once it is clicked

Game play:

* Game must last 15 seconds before automatically moving to the final score screen
* There must be a blue dot and a red dot that the user can press
* When the blue dot is pressed, the score must increase by 1
* When the blue dot is pressed, the dot should move to a different place on the screen
* The red dot must also move to a different place on the screen when pressed, but the score must decrease by 1

Final score:

* Must display the user’s score at the end of the game
* Must have a button to allow the user to return to the welcome screen

### **Decomposition: Think/write/pair/share**

Start by writing down how you would decompose the task of building the Tappy Tap app, using the criteria above to help you. There is no real right or wrong answer here, but we recommend creating no more than five steps to start with.

| **Step** | **Brief description** |
| --- | --- |
| 1. |  |
| 2. |  |
| 3. |  |
| 4. |  |
| 5. |  |

Now pair up with another learner and discuss your decomposed steps. Don’t be afraid to make changes to your work as a result of the conversation.

Use a different coloured pen, if you have one, when making any changes to your work following the conversation with your classmates.

Resources are updated regularly — the latest version is available at: [ncce.io/tcc](http://ncce.io/tcc).

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