

1. For the class project I am interested in being a part of the team that makes the more game-like parts of the app. Whether that be through how we implement AR elements or the scavenger hunts. I'm really interested in how the experience will flow and be an engaging and enjoyable experience for people to use
2. This week using bubble.io was an interesting experience. I made a very simple application that just played a gif of a troll face if you pressed a button that said "Press me if you dare." I originally wanted to make something more complex and have some practical functionality but I honestly found this program to be difficult for me to understand and just a mess of menus and submenus to navigate through to make something. I am much more comfortable with working from the ground up coding and designing my own things rather than the drag and drop system. While it does make certain things easier through making app development more accessible to people who don't have the technical skills or knowledge to make apps I think it can really limit your creativity when you have to pick from a premade system of things rather than just writing it yourself.