

## **FORMS SERENITEA**

### **QUESTION 1**

I had an amazing experience creating my app, Sereni-tea, using Swift Playgrounds and SwiftUI. I chose SwiftUI because I had already used it on my first challenge at Apple Academy and wanted to create more apps using it in future projects. Although SpriteKit would have been a better option for making a game, I wanted to focus on learning and improving my SwiftUI skills, and I am now better prepared for upcoming challenges. I loved working with SwiftUI because it's simple to code with, great for fast prototyping and validating while still learning it.

To create the app, I used AVFoundation for playing and recording audio and CoreMotion to detect motion from the iPad, specifically rotation in the Y axis. Working with these libraries had its challenges, and a lot of debugging was needed to make it all work, but I am pleased with the results I achieved, considering that it was one of my first experiences with Swift and mobile development.

The visual part of the app was the most challenging for me as I had no prior experience with UI/UX design. However, this experience helped me to learn quickly how to modify assets, prototype screens, and manage the flow of the player. I used some design softwares to edit SVG files and convert them.

One of the reasons I loved this challenge is the same as why I entered Apple Developer Academy: learning by doing it.

### **QUESTION 2**

I always was a tech kid, always curious and preferring to stay home playing games instead of outside. But I fell in love with coding in high school, when I was participating in a project in which we developed a periodic table in braille using 3D printing and integrated it with Arduino audio and buttons. I was presenting this project at a science fair and it was amazing to inspire people to use Arduino and code to create projects that can include people and help others. A lot of kids asked me questions and wanted to learn how everything was working, it was amazing to see in their eyes what I see in mine when I talk about coding. And now improving my skills by learning Swift and UI/UX I am more than happy doing what I love: Creating.

Working on Sereni-tea was an incredible experience for me. Although it was challenging to make everything in the code work and adapt the UI so that everyone could understand and have a great experience, it was like the process of making tea; relaxing and joyful every time I tested the game. Even when it had bugs, I laughed at the errors with some colleagues, which was an incredible experience.

### **QUESTION 3**

I am proud of myself for making progress with Swift/mobile programming in such a short period of time. Almost every time I worked on the project, I made pauses to brew a cup of tea to get a sense of serenity and incorporate it into the game. This reminded me of my mom, who used to brew tea for me every night when I still lived with my parents. I used to participate in multiple projects simultaneously in school, which made me arrive home late and tired. She would wake up every time I'd get back, to brew me some tea, allowing me to relax and calm down before going to sleep.