**4-1 Project Reflection**

* What is one thing you have learned from your experience with Project One?
* What is one question you still have about mobile application design?
* What is one way you will apply your learning from Project One in the future?

One thing I have learned from my experience in completing Project One is that during the process of designing each individual component, it’s important to keep in mind the goal of the application. As development in the app progresses, it’s easy to become focused on the details of how components will be implemented, rather than how they fit into the overall goal of the project. Also, understanding the flow of the structure is important in successfully crafting an intuitive application that flows logically and seamlessly.

A question I have regarding mobile application design is what types of designs are better for certain types of applications. Do some mobile apps benefit from certain designs than others?

One way I will apply my learning from Project One in future projects is to carefully design the underlying structure and design elements before beginning work on the project. Either by drawing on paper or using an online program to create a rough draft of each screen and component. I think this will help me create a more intuitive and seamless flow between screens and components within the app.