Now that you have completed Project One, take a moment to reflect on what you have learned and communicate your thoughts with your peers. This is a great time to share strategies and challenges so you can all continue finding opportunities to improve your mobile app development plan. Begin by briefly answering the following:

* What is one thing you have learned from your experience with Project One?
* What is one question you still have about mobile application design?

Next, look ahead by reviewing the [Project Two Guidelines and Rubric](https://learn.snhu.edu/d2l/common/dialogs/quickLink/quickLink.d2l?ou=1116080&type=content&rcode=snhu-1020196). Then answer the following:

* What is one way you will apply your learning from Project One in the future?

This assignment will be graded pass/fail based on your completion of the discussion; you are encouraged, but not required, to respond to your peers. **Since you are only required to post once, your response is due by Sunday at 11:59 p.m. of your local time zone.**

**Fellow students I am doing the inventory app. In doing so I recently released a proposal for the app. In my time developing the app, I have learned that it takes a lot of planning to go into this app. To make sure that we have many of the main questions taken care of, before developing the app. Details about how one might like the icons in the app. Or would you like to see the buttons on the right of the screen or on the left. Would they like to see pictures of the products on the app. Many times, we need to anticipate what the client might want to see in their app. One question I still have is how many characters does the login and password need to be? In the future if I notice that there might need to be questions answered by the client, I would be sure to ask them before developing a complex app.**