**Github**

<https://github.com/Goetz-Tristan-Portfolio>

**Week In Review**

**Research:**

Flappy Bird

One of the newest stories and truly an underdog tale is the story of Dong Nguyen.  Dong was a developer just like many of us would like to become. He worked developing location trackers for taxis in Vietnam.  He was also an aspiring game developer.  In April of 2014, Dong developed a game over a weekend that he would only imagine would make a couple hundred dollars a month.  When posted to the app store, it wasn't even a second thought to the thousands of apps posted each week.  Almost a year later, for some reason unknown, this game, now known as Flappy Bird, became a viral success.  Over night, the game became number one in both app stores.  Dong was making an alleged $50,000 a day from advertisements.  Dong was so overwhelmed by the sudden burst in income that he took the app off of the stores.  It later came back revised to not be as "addicting" as the original, however Dong's success is a story that every developer who loves their career wishes would happen for them.  I chose this because while it is important to make a career at a job, it is also important to enjoy what you do, and Dong enjoyed programming and wanted to create a second income.  For any budding developer, we all wish that the name in this story is our own, and it should serve as a great reminder that our work, no matter how meager we think it might be, could one day become our jewel in the rough.

References:

The Flight of the Birdman: Flappy Bird Creator Dong Nguyen Speaks Out. (2014, March 11). Retrieved January 8, 2016, from <http://www.rollingstone.com/culture/news/the-flight-of-the-birdman-flappy-bird-creator-dong-nguyen-speaks-out-20140311>

Reply to Dario Giraldo on Cesar Millan:

I never knew that about Cesar.  My ex-wife loved him because she had an unnatural obsession with her own dog and thought that she too could whisper to dogs.

There are many stories of how the American dream is real and alive and I am glad to see that this man was able to make his life a better one.

-Tristan

Reply to Kristofer Mann on development company Supercell

You know, I always wondered how those games really got their start.  I see the Clash of Clans and Boom Beach commercials on television every once in a while and I tried to play them once but I got really bored with them really quick.  Just not my cup of tea really.

I think that it is great that you decided to become a mobile developer.  I am one and it is so much fun.  You can branch out from games too and make all kinds of applications.  One of the biggest benefits to mobile development, especially iOS development, is that you only have to develop for 2 or 3 platforms and up to 2 SDK's.  Android is a whole other ball game.  You better have a lot of hair or invest in Rogaine because you will be ripping your hair out dealing will all the little minute bugs that are out there.

I hope that one day I can play a mobile game made by you.  I look forward to it.

-Tristan

**Reflect and Connect:**

This week, starting a new class and coming off of winter break, I missed a few things. I did not realize the GoToTraining was on Monday and so I missed that, and I forgot to mark complete the research activity. This next week I want to make it a goal to not miss a single activity. I think this is important because my employer would not be happy if I were to miss projects or fail to inform them that I had done something that they requested.

Also this week, I interviewed for a job and was hired. This is a great step in that now I can provide for my family again and we can possibly move into the house that we had applied for prior to me losing my last job.

We have yet to start the class project (that I can tell), so my Git commit activity has been nothing. However, I did set up a Git account for the class even though I already had a Git account previously set up for my previous college classes as well as personal projects.