* Briefly summarize the requirements and goals of the app you developed. What user needs was this app designed to address?
  + The requirements and goals of this application was to have the ability to have different log ins for unique usernames, the ability to store an inventory or items that only are stored to the individual registered users. It also needed to have the ability to have notifications turned on or off based off the individual user.
* What screens and features were necessary to support user needs and produce a user-centered UI for the app? How did your UI designs keep users in mind? Why were your designs successful?
  + There was a need for quite a few different screens to show the UI, once the log in screen was created it also needed to navigate to the different screens with a database for that specific user. My UI design was to keep things simple and functional, I didn’t have much of a mind for a lot of style but probably could have used a little bit more of it. My design would be successful for users who like to see things no nonsense and just like things to just be functional.
* How did you approach the process of coding your app? What techniques or strategies did you use? How could those be applied in the future?
  + I approached coding the applications by taking a similar application and formatting it for my own purposes, I didn’t have much of a strategy beyond keeping things functional and simple as possible. In the future I believe my strategy will continue to be similar, taking any applications I have access too and modifying them as necessary.
* How did you test to ensure your code was functional? Why is this process important and what did it reveal?
  + The tests I would have run had my program been completed would be to check functionality with the emulator application. If necessary, I would have also used JSON testing to see if I had any unnecessary code that could slow down the program.
* Considering the full app design and development process, from initial planning to finalization, where did you have to innovate to overcome a challenge?
  + My innovation would have come from taking examples of certain things and modifying them to my own purposes. As most of this coding was out of my scope of knowledge, I was not really able to be super creative with anything.
* In what specific component from your mobile app were you particularly successful in demonstrating your knowledge, skills, and experience?
  + I would not say there were many positions where I was super successful with anything beyond modifying some portions of the program for my own uses. Otherwise, it was relatively me trying to figure out how to implement things properly.