Mobile Game Evaluation

positives

* Good use of gyro and microphone to control game
* SFX, particles and haptics for added juice to the game
* Working in app purchases that are saved across your account even if you delete and re-install the app.
* Dynamic UI

Areas of improvement

* Fixing advertisements and google play services
* Making the drag and drop more accurate.
* Adding FMOD for improved sound coding as well as Unity physics for improved physics systems within the game to make it flow better

Areas of personal improvement

* Manage things such as developer console earlier into the development process.
* Improved time management skills.