Rethink how things are done!

This week I completed my pathfinding for my fish and made a particle effect to solve my food issue as well. I learned from previous practices in the App Jam that I need to run my project on my device more often and started testing on my Android s7 edge and it all worked perfectly. I need to work on my design and time management as I have learned from my personal case study and the app jam, so I stopped everything I was doing and looked at my planning and design again to improve how I do things and why. I created a Trello board for me to manage my goals and time better and looked at what I wanted to achieve and how to get there being agile.

I also looked at where my application fits into the many types of apps found in the marketplaces so that I know where my idea fits in and that I am on par with what I intended to build. I see my app as gamification. Although my current design isn’t final and the features I am working on currently can be used in many different designs. I have always seen my application being built around using AR technologies that the Unreal game engine provide to solve a real-world problem by educating users and making them experience the world around them in new interactive ways.

I need to go back and make sure things are on the right path and rethink scope and design. I want to have all my trello boards set with goals and ideas that fall under the new agile principles I have learned about in <a href="#Week4"><li>Week 4 : Reflection</li></a>.

I also want to have my design to include flowcharts of how code is implemented and the tasks I will need to complete to achieve this.