

Reflection

What parts of the planning process did you find helpful, and why?

There were many parts of the planning process that I found helpful but I definitely found the time that was allocated to brainstorm assisted me develop a more interesting and unique idea. Which in turn helped me become more interested and engaged in the work, and overall helped me produce a better quality project than something that I wasn't interested in.

How did your design change as you coded the app.

As I coded my original app idea (mad lib generator) I realised that I wasn't that in love with the idea so I changed the idea to an electronic version of a game I used to play in primary school called M.A.S.H. It started out as a game where you pressed a button and the labels would change but as I built it I started to make it more complex by using two different screens and timers.

What part of the project are you most proud of? Why?

I am most proud of the blocks as this is my first ever experience coding and I loved it. The fact that I created an actual app that works is so cool to me. It would be unfair for me to say that I am only proud of one part because I am so proud of my whole product.

What did you learn while working on the app?

I learnt how to program and design an app that works and is fun, including how to use multiple screens, timers and how to build blocks to create the product that I imagined.