Reflection

I thought that the most helpful part of the planning process was part 3. It meant that I didn’t forget to do anything important and I could check if I was on track to finish on time, and write myself notes about the steps that I might not remember otherwise. The design of my app changed a lot as I coded it, from a simple information provider into a more complicated app with colour categories for animals and a quiz to check if the user knows basic information about animal care. The quiz was the most challenging part, because I had no idea how to make one. I decided to start on the layout because it was the easiest part of making the quiz, then coded the blocks I thought would work, which ended up being a mostly-working quiz. I looked up some online ideas to make it function better, and I learned that I could set a value for each question instead of just ‘pick a random item list’, which I decided to do for the dog button as well, and to add colours to the dog button depending on if the size of the dog breed. I also discovered I could use if ,then, else to make it start at question 1 again after cycling through the values. Next time I would still find more ways to make the app better, though, it could definitely involve more than 4 features. I think overall this project was very helpful with learning appinventor and the general nature of coding, would do again.