**Uniqueness:** The app is unique in a sense that it allows users to see all the places that they desire to see which are close to their area. It also allows a user to save to their favorites so they can return to these places once again. It is like a fun and modified way of using Google Maps for kids.

**User Interface:** The app is simple to use and follow by people of all ages, including the middle school students. We created a page they can customize by changing background color, font color, and button color. If we had more time, we would have added more pages for customizability.

**Graphics:** The look of the app was appealing and the font was easy to read on the background colors we used. If we had more time, we could have been more creative with the font types to make it more appealing to the younger generation.

**Functionality:** We programmed this application using Java with Google Maps, Parse, and Processing embedded into it. The majority of the class applied the same coding into their apps. I would say that the method of coding our app is clear to follow for those looking at the back-end/developer side of the process.

**Audio Effects:** We did not incorporate audio effects into our application.

**Educational**: Students can learn how to code through Processing.

**Informational**: Each location the user selects provides information about the place, the directions and the address.

**Social Networking:** We did not have a social networking aspect to our application. However, we had the option of allowing users to add comments and ratings to the locations they visited which allowed for a type of communication among users.

**Ease of Expansion:** This app can easily be expanded by letting users connect and sign in through their Facebook or Twitter and save their favorites through those apps.