The process report

I divided by my work into 2 stage

* **UX design stage.** Mainly focus on product analysis, user requirement analysis, UED, and finally finish UI design.
* **Application development stage.** Mainly focus on web application development. Android platform development. Game development.

In UX design stage, there would be more analysis and design work I should do. The outcomes are usually some documents, PPTs, wireframes, icons, graphics and interface prototypes.

In application development stage, I will pay more attention to coding and testing. The outcomes are usually source code and some documents.

What I have done:

* created a new repository on GitHub. So we can post some notes and submit documents by it.
* made a newest PPT of the project. It takes some advantages of previous work and add some new points.
* inspected all the popular [Browser-Based](https://github.com/leereilly/games#user-content-browser-based) puzzle game on (<https://github.com/leereilly/games#user-content-puzzle>) , make notes and analysis of them.
* inspected Barcode Scan technology (PhoneGap and webqr) in order to build more interactive games.
* finished 130pages UX designers book reading and kept notes.
* Read some paper about psychological feature about learning model of the adult.

What I have found:

* If we follow the standard process of UX development, the whole project could be more user-friendly and sustainable.
* If we follow the standard process of UX development the game design could be more rational and targeted.

What I will do:

* Write the project analysis documents. It will include more specific and accurate description of our project.

The main points of project analysis