

## Part A –

I completed this application as a solo project. I made the development plan, designed the UI, and structured the underlying database. In the end I made a functional application. In the fall assessment, I identified a need for database design and implementing search and sort algorithms. In creating the project, I practiced using a library to build and interface with a SQLite database. I also researched algorithms for ranking how well two strings match and chose to write implementations of the prefix search algorithm and longest common substring algorithm.

The project did come with some challenges. For one, since the application was being developed for a mobile platform, some of the built-in objects of the Godot Engine did not behave as needed. To accommodate this, I needed to take some extra time to overload or implement my own versions of some of these objects. I also ended up finishing some of the related assignments after the recommended completion dates, as the app development was more important. Overall, I learned about project design and maintaining a pace of development over an extended period of time.

## Part B – N/A