

Project reflection: Reflect on your process both from the creative side as well as from the tactical side for this app. What went well? What didn't go so well? What would you do differently next time?

I enjoyed working on my Wayfinder application. I am pleased with the user interface in regards to the compass. The design is intuitive and simple, designed in illustrator. I would have liked to implement a search function for buildings instead of my picker. To inform users on available buildings, I could have included a button that opens a separate view controller with a list of available buildings. In addition, I could have done without displaying the target latitude and longitude. It also would have been nice to include a button that opens a separate view controller which displays a picture of the target building. Overall, I am pleased with the amount of work I completed and am excited to further develop this application. My end goal will be to include a main window that allows users to select a university before reaching the view that I have already worked on developing. I want to add the top ten universities in the US and market my app to incoming freshmen across the country for \$.99. At the very least, I believe that I'll be able to make back the money that I'll need to spend on a developer account.