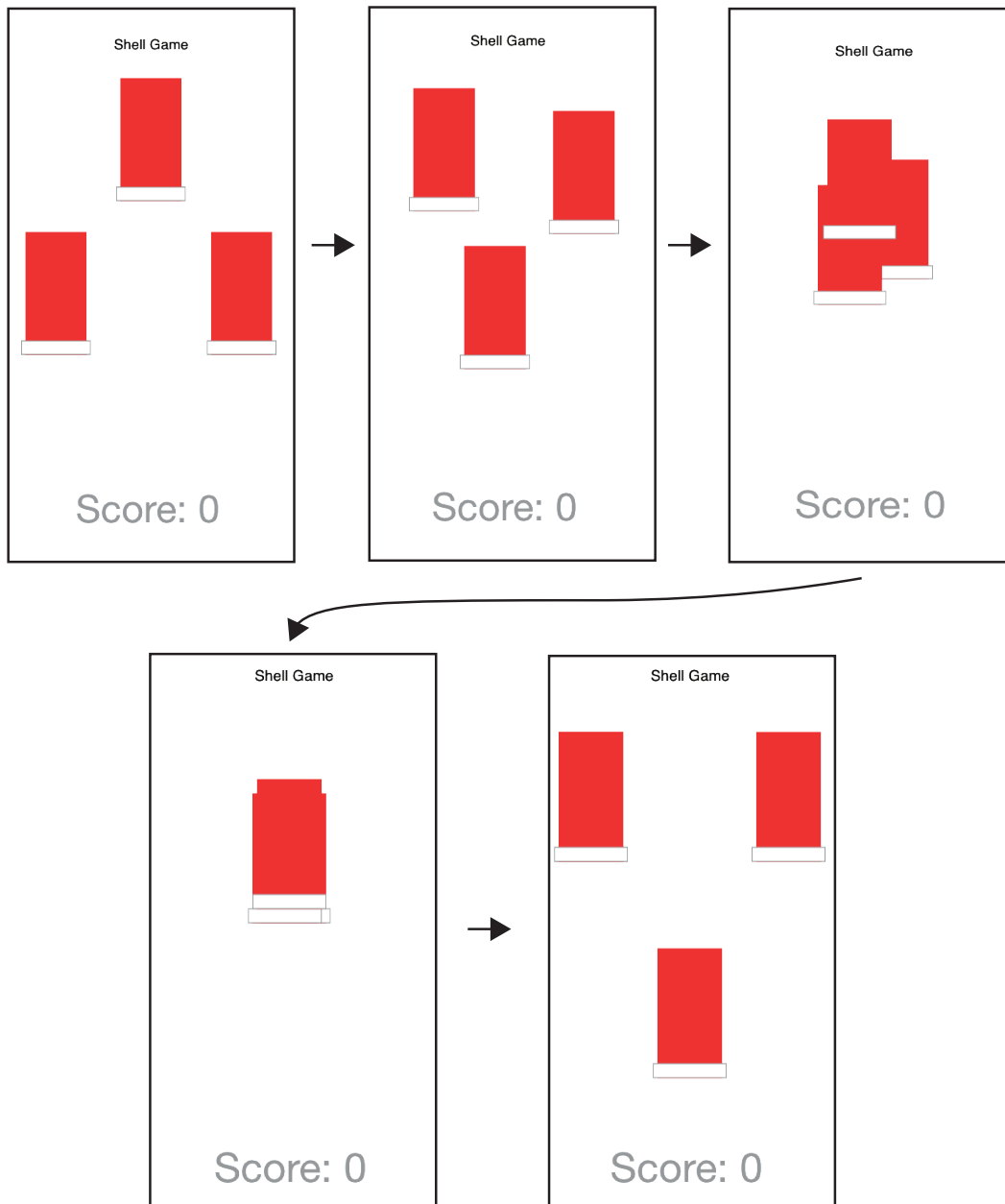# Project 3: Improving iOS Shell Game

I will make an animation to "shuffle" the cups ,and make the game look more realistic

I will also add in a feature to change the theme to something like "holiday" or "season". Finally I will add in a feature ,so that the user can "win" the game ,and there will not be a popup everytime that the user gets the correct/wrong cup (bad UX design)