Final Summary

1. App idea imagination: For this assignment, I wanted to continue my previous idea, since it was simpler. So, in terms imagining new features, it was maybe 5-10 minutes, the whole was perhaps thinking about "deaths" that could be represented visually. LOE: 1

2. Rough app design: Design wise, I have seen my colleagues design, and I have seen the way android apps worked, so I did this step while coding the app since it was the best way to visualize it. The initial planning might have taken around 5-10 minutes since it was mostly freestyling afterwards with trying different things out. LOE: 1

3. Designing app logic/states: This one was a lot less scary than anticipated, the main task was changing strings to objects, which was easily done using a quick google search. However, I did spend more time in this field since I was trying to figure how I wanted everything to feel like, and what "features" I wanted it to have. Total time around 30 minutes. LOE: 4

4. Navigation/Routing/File structure: Around 1 hour and a half was used to organize everything in folders, that was basically done by guts feeling and what I found that made sense. As for the navigation and routing, it didn't take me too long either, since the code posted was very easily understood, which made everything quite straightforward. There wasn't really any gotchas. The "hardest" part was also linked to the app features, by deciding how the different screens should be accessed. LOE : 4

5. Styling / animation: This task might have taken around 1 hour, since I got used to the way Compose worked with the different styling. The hardest part was maybe the

conditional rendering that took a big chunk of the time, since there were many ways of

doing it online (for the navigation button). The rest, since my styling wasn't too stellar,

still bearable for a project maybe not in the real world, it was easy to do. LOE :2