## Homework Assignment 2: Reflections, ideas, and planning

1. New app ideas/solutions
   * Problem: One student expressed issues with a dieting app that had a poor UX
   * Solution: Fitbit recently updated their food tracking software, and I really liked the new easy to use UI as well as more customization options
   * Wifi booster app
     + an app that connects to a wifi network and then  
       amplifies the signal for neary by devices
2. ways to get some compensation for a free app
   * crowd source funding
   * get $ From investors in exchange for a share of the company
   * Offer a free version and a paid version of the app
3. Example of an app with a good UI
   * Spotify is a music streaming app that has a very neat and well functioning UX. I rarely have any bugs and I enjoy many of the smaller less noticiable features. For example, a user can swipe right on a song from a list and quickly add it to a "up next" queue or swipe left to add the song to your Favorites playlist
4. New app idea
   * The discussions we had last class helped me think of a new idea for a music app. The app could be used to send small clips of songs to friends. A quick one liner from a song could be sent as a message to convey info and replace boring conventional text.