I think the project came to fruition very well, I added some additional sound effects for the overall win or loss which was an improvement on the first version. I also was very happy that I overcame the hurdles android studio provided to mirror the exact same layout as the IOS app had.

Working with android studio in and of itself was the biggest challenge, this project took me about triple the amount of time the first project took and I thought that one took a long time. I knew what I wanted to do and x-code was more conducive to getting that done than android studio, so that was the biggest challenge.

There isn't anything I would do different, it was a good learning experience and I wanted to take the opportunity to show that I can make the same app in IOS and android studio.