

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?

Project 1 went well for me. It reinforced my feeling that app dev. is frustrating in a way that web dev. isn't but it was rewarding to finish.

I think my design worked really well, people seemed to find it intuitive enough to get started. The functionality also seemed to suit my target audience, children learning to play RPS. I like the subtle changes in selected vs non selected items as well as transition between the computer's hidden selection and what it chose. The feedback I got on the sounds was also positive and people suggested it offers context to the words in the alert, which is very helpful for young children.

Two things that didn't go well are the animations or the gameplay. I really wanted more in depth animations, like when the user makes their choice their piece will move to the center and face off against the computer's piece and the computer's choice will be revealed. It would've been more realistic since that's how it's played in real life, but it would've just looked less static. Also I didn't really gamify it, once the user knows how to play there is really no reason to continue playing.

In the future I would either go full in on the animations or the gamification. I think everything else went pretty smoothly.