

1) Mood tracker

- Animated, scrolling
- Timed
- Don't Break the Chain



Challenge gen.
Chart
Users → data

2) - 'Obstacles' to destroy (space invaders)

- Spaceship to control
- Animated
- Score
- Time
- Jewelled
- Jewelled

- Continue/retry
- Boosters
- Life



- Phase 1
- ① Gameplay field
 - ② Movement - L/R - U/D
 - ③ shooting
 - ④ Obstacles (variable shots to destroy)

Array
Infinite loop
array
Timer

- Phase 2
- ⑤ ~~score~~ Boosters
 - ⑥ Life
 - ⑦ Score
 - ⑧ ~~Time~~
 - ⑧ Continue/retry

... Timer

4) Translation app - Quiz game

- Classes
- SRS

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