* Decide between iOS and Android.
* Look into odometry on mobile devices – are there tools we can use easily in XCode or Android Studio?

Design:

Adobe Kuler – picks a color palette.

Invision Studio (only for mac, at least right now): [get it here](https://www.invisionapp.com/studio)

Marvel: [sign up here](https://marvelapp.com/)

Mockplus

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Git for Mac:

* Download XCode
* Google “Git for Mac” – download the installer.
* Open terminal and type git –-version to see if it worked.
* *# Set your username*
* $ git config --global user.name "Your Name Here"
* *# Set your email address*
* $ git config --global user.email "your\_name@domain.com"

Git for Windows:

* Google “Git for Windows” – download the installer.
* Installing Posh-Git:
  + Run PowerShell as Administrator and run:
    - Set-ExecutionPolicy RemoteSigned -Scope CurrentUser -Confirm
  + Go to <https://chocolatey.org/install> and install chocolatey
  + In PowerShell run:
    - choco install poshgit
    - Import-Module posh-git
    - Add-PoshGitToProfile -AllUsers -AllHosts

It seems like ORB2 has a better (at least more reliable and accurate) initialization method than LSD.

Asdf

10/2 Things to think about for a successful app

* Offline functionality
* Personalize the experience
* Offer it free
* Device Orientation