**Milestone4**

**Project Reflection**

After the class critique, I found that I could be more imaginative on my project. Sometimes, creativity is limited due to the lack of programming proficiency. But a great idea always weighs more than the fancy technology.

As for my app, it has three views and runs smoothly between each other. From the creative side, it was designed for people with bipolar disorder. And I tried to make the user interface as intuitive and simple as possible so that it won’t be too distracting. With this app, users can choose their emotion from “good”, “okay”, and “bad”. They can record what they eat every day, especially their favorite food. Most importantly, they could track their daily mood and the food they get. Through this way, I hope people with bipolar disorder could have fun and form a good habit to have each meal on time. From the tactical side, I achieved the function of passing data between different views, including mood icons and the texts users type in, adding a tap bar at the bottom of the second screen. What I haven’t achieved is data persistence on the third screen.

At first, I wished to have all kinds of icons of daily activities on my second screen to give the users a lot of choices. But later, I decided to narrow it down to three icons, focusing on users’ daily meal highlights.

What this app looks like now kind of meets my expectation but still has a large space for improvement both on the design side and the tactical side. I would make a colored version instead of this black and white one since colors make more sense in representing humans’ emotions. Also, I would try to achieve the data persistence function within this app. On the third screen, there should be a calendar that lets the user track their daily mood and food intuitively. If possible, I would explore more on the UIView Animations in Swift next time, just not get rigid and restricted by what we’ve learned in class. I think the most important lesson I learned from this project was that I had more resources and ideas than I thought. Next time, I will try to be more imaginative and find a balance between both the design and development sides. In general, it’s a really nice experience and a good kickoff of mobile app development!