App: I created this app to pose a solution for one of the never ending struggles between my girlfriend and I, not being able to decide what to do. In an effort to save time I developed this app to give her options of what she does and does not want to do in hopes of coming to a decision in a timely manner. My friends who tried out the app said they hope it helps them out with their partners too and even said it helped them figure out what they wanted to do for themselves. Design wise, it was noted that the app could be cleaner and more modern. I was aware of this as I created it, I would love to revisit this and create something more dynamic and visually pleasing.

Game: I had some of my roommates try out the game I created. They said it was fun and intriguing for a minute or two, but felt that the game was not really going anywhere. There was no objective, which is fine, I did not create a complex game at all. As far as design, they liked the changing backgrounds and changing speed of the character.