1. Briefly describe the artifact. What is it? When was it created?  
     
   The artifact that I have chosen is Inventory Management Android Mobile App that I created in CS 360 Mobile Architect and Programming.
2. Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development? How was the artifact improved?  
     
   I selected this artifact because I found the class to be both engaging and informative. While I appreciated the project, I felt that with more time, I could substantially improve the app's functionality and user experience. To enhance the app's design, I concentrated on refining the inventory screen's table, incorporating a more visually appealing color scheme, and adding more details for a comprehensive view of the items. These changes aimed to create a more intuitive and user-friendly interface.
3. Did you meet the course outcomes you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?  
     
   I did not plan to meet or finish any of the course outcomes this week but more to start to explore them.
4. Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?  
     
   This week the main challenge I faced was very poor time management. I will work on that and do better for the weeks ahead. I did learn that I made quite a few mistakes originally when designing this app that were small but made a big difference.