**Thomas Martin**

**CS-360-16228-M01 Mobile Architect & Programming**

**6-1 Project Reflection**

**Southern New Hampshire University**

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One thing I learned from my experience with Project Two is how unprepared I was for managing the app's navigation. Even something as simple as a "Forgot Password" feature can cause significant issues if not planned from the start. Additionally, I’ve realized that projects never seem to have a clear endpoint for me, as I’m always finding new ways to improve or add to my work. This constant drive to enhance my designs makes it challenging to reach a point where I feel the project is truly complete, but it also pushes me to continuously think of better solutions.

This brings me to a question I still have about mobile application development: How do you effectively balance feature complexity with simplicity in design? Specifically, how do you determine which features are critical for the initial version of an app and which ones can be added later without compromising the user experience? Finding the right balance between delivering a polished product and knowing when to stop adding features is something I continue to grapple with.

Best,  
Thomas