

What I have done in a day

- Creat posts for social media (linkedin, twitter, facebook, instagram)
- 5 game ideas
- [thefrstprototype.com](https://www.figma.com/file/KuRbzIk6FzNXK5qVanjfr2/Untitled?node-id=21%3A24) code
- Counting time user interface (<https://www.figma.com/file/KuRbzIk6FzNXK5qVanjfr2/Untitled?node-id=21%3A24>)
- Image manipulation
- Mockup designs
- Presentation slide for Friday (https://drive.google.com/file/d/1iuCztD_ya2HEJhvl185nbHVWU6Zzvl0c/view?usp=sharing)

What I have learn today

- You can change the resolution when exporting the images

What I find difficult:

- I find getting social media ready out for more people is difficult