**Project Metadata Template**

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| **Metadata** | **Values** |
| Project Name | Purrfect Pets |
| Project Tagline | An app for learning about and picking the right pet. |
| Project Summary | An app with information about all types of pets in one convenient location, along with information about where to find specific pets in the area when ready to adopt. |
| Company/Client Name | N/A |
| Project Date or Timeframe | May to July 2019 |
| Your Major Tasks & Responsibilities | Creator and Designer |
| Platforms | Android? Apple? |
| Design Tools / UX Methods Used | Figma, Illustrator, paper |
| Key Performance Metrics | Number of installations? |
| Team Members & Collaborators | Stephanie Henry |
| Link to Final Project | <https://www.figma.com/proto/hS5u7YQ0jTvKlyyCRWBN5y/Purrfect-Pet-Prototype-2?node-id=0%3A1&scaling=min-zoom> |

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| **Metadata** | **Values** |
| Project Name | Rate Your Server |
| Project Tagline | An app for restaurants to use to get constructive criticism for their servers to improve overall restaurant ratings. |
| Project Summary | We hypothesized that overall restaurant ratings would improve if there was another place to rate servers specifically since most negative reviews on sites such as Yelp and Travelocity are related to poor service. |
| Company/Client Name | N/A |
| Project Date or Timeframe | April 2019 |
| Your Major Tasks & Responsibilities | Co-Creator and Co-Designer |
| Platforms | Android? Apple? |
| Design Tools / UX Methods Used | Figma, Illustrator, paper |
| Key Performance Metrics | Increase in overall restaurant ratings on sites such as Yelp. |
| Team Members & Collaborators | Stephanie Henry (me) Michelle Sparr |
| Link to Final Project | <https://www.figma.com/proto/Ubp8ULEGh8dckoACqAYCCaAS/Rate-Your-Server-Prototype-2?scaling=scale-down> |

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| **Metadata** | **Values** |
| Project Name | Child’s Game |
| Project Tagline |  |
| Project Summary | A game developed for children ages \_-\_ (depends on what class we get when we get more project details). It includes both a physical and digital aspect or version. |
| Company/Client Name | N/A |
| Project Date or Timeframe | September-December 2019 |
| Your Major Tasks & Responsibilities | Game Designer, App Designer, Packaging and Branding Designer |
| Platforms | Android? Apple? |
| Design Tools / UX Methods Used |  |
| Key Performance Metrics | The children enjoy the game and want to play it |
| Team Members & Collaborators |  |
| Link to Final Project |  |