Postmortem Document (for the designer)

General Questions:

➤What things did you think went well on the project?

What went well in my project was the design aspects of it and the features being provided in the app are possible. Having a real company to develop an ideal app for gives a real world look on how to work on a project.

➤ What was the single most frustrating part of the project?

The single most frustrating part of the project was thinking on how to present the data and providing ways to the app to be different than any other app made.

► How would you do things differently next time to avoid this frustration?

While I think there will be always some type of frustrating when it comes to putting for ideas together and making them work. One good thing is writing everything down and organizing them.

➤ Were there any other issues/changes that should be considered? Please offer suggestions for methods of improvement.

Right now don't believe there are any issues but what needs work is a more in depth presentation of how the app work and what it can offer.

➤ <u>Iterative Solution 1:</u> Based on your design critique, provide an additional solution to the design problem at hand.

There is a section of the app that needed to be more clear is what it will be showing, one suggestion I received was to make a connection to the social media feeds of the client so they could be up to date are their post and comments.

➤ <u>Accompanying Outcome 1:</u> Based on your design critique, provide an additional outcome to the design problem at hand.

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