

**General Questions:****►What things did you think went well on the project?** *(Answer the following in 2-3 sentences)*

I think that initially I had a very broad idea to work with so there were many different things to attend to. I find that I tackled a decent amount of tasks that could be available for such a sizeable service as the one I created.

**►What was the single most frustrating part of the project?** *(Answer the following in 2-3 sentences)*

Coming up with unconventional means proved difficult. I really tried to challenge myself (thinking back to the brainstorming cards) by thinking outside of the box and attempting to find something to use in my app that most apps didn't really utilize. It wasn't very effective. I realized that going against convention for app building doesn't work too well as the systems set in place are there for a reason.

**►How would you do things differently next time to avoid this frustration?** *(Answer the following in 2-3 sentences)*

Next time I will stick to the guidelines given to me and not stray too far from convention. Furthermore I will utilize more time on conventional methods as opposed to other methods.

**►Were there any other issues/changes that should be considered? Please offer suggestions for methods of improvement.** *(Answer the following in 2-3 sentences)*

One issue is the mentality that the app works off of. It's quite easy for someone to take advantage and possibly try and steal items using the app. One suggestion on fixing things might be a report button or system.

► Iterative Solution 1: **Based on your design critique, provide an additional solution to the design problem at hand.** *(Answer the following in 2-3 sentences)*

Another solution to this problem might be a global nav system that uses your location so its possible to track you if you find the item and attempt to steal it.

► Accompanying Outcome 1: **Based on your design critique, provide an additional outcome to the design problem at hand.** *(Answer the following in 2-3 sentences)*

If somebody decides to take the item, one could track them down and call the authorities. Thus nabbing the thief and securing their belongings.

► Iterative Solution 2: **Based on your design critique, provide an additional solution to the design problem at hand.** *(Answer the following in 2-3 sentences)*

With a report button you would be able to report a profile. For example if somebody says that they have found another persons scarf and stops responding or doesnt drop the item off, you could flag, or report them so they are forever marked as untrustworthy.

► Accompanying Outcome 2: **Based on your design critique, provide an additional outcome to the design problem at hand.** *(Answer the following in 2-3 sentences)*

One outcome could be that somebody tracks your item down and decides to steal it instead of helping the user.