1. Recall your idea for the original app you had. Now, think about it in terms of an original idea for a **mobile game**. What would you create? Is it the same or different? Is your game appropriate for smartphones, tablets, and handheld devices—or a subset of these platforms? Why? Consider hardware components of each type of device (including input devices) in your answer.

2. What are the benefits and disadvantages of developing a game for a single device vs. multiple devices? If you were somehow required to develop the game idea you created in Exercise 1 for all three types of platforms (smartphones, tablets, and handheld devices), how would you ensure that the game would be ideal for each of them?

3. Recall the exercise with games that make creative use of a camera, accelerometer or gyroscope or touch screen. Choose one of these features and discuss how you would expand on the original game idea you created in Exercise 1 to effectively utilize this feature.

4. Play a game that was created exclusively for one platform and discuss how it could be developed for additional platforms. What types of components within the game would need to be modified in order to make the game successful on all platforms? For example, an iOS-only smartphone game could be modified to take advantage of diverse screen sizes associated with tablets and Android-based smartphones. Be sure to include which game you played.

5. What type of smartphone do you have? Do you prefer to play games using Android or iOS devices? Why? What are the benefits and disadvantages of developing a game for iOS, Android or both operating systems? There is no right or wrong answer – this is based on personal experience only.