

Our team goals are to create a high-quality product for user satisfaction and to generate great deliverables weekly. To get there we will collaborate and communicate in class, labs, weekly meetings, or our online group chat. If any problem does occur, we will reach out for assistance as soon as possible. In the end, we will create a design based on our prototypes and client interaction to know the best route for our final product. It is expected that each team member will involve themselves with both class and team meetings, complete all their assigned work at least one day before the expected deadline, and keep consistent alerts about their progress. This ensures that if any issues arise, we may work on it as a group or get external assistance if necessary. If any expectations are not met, the person responsible will be held accountable. To succeed our group must follow our agenda and Gantt chart. Decisions are made through a rigorous decision-making process that allows us to reach a consensus so that everyone is pleased with their workload; no one person is doing too much work. We must also ensure that we listen attentively to the client's wishes as well as the rest of the team. We will ensure that it ends up as a high-quality print that delivers all the necessary supporting tools our client requires. In this project different tasks were assigned; the individual tasks are to be confirmed by the next team meeting. My strengths include a prominent level of understanding between myself and others, the capability of learning and engaging with my group, punctual behavior ensuring that I do not fall behind schedule, and my excellence in communication. On the other hand, my weaknesses include minimal experience with a team environment, minimal knowledge of Makerspace and similar tools, and minimal experience with physical product development. My objectives for this project are simple yet important. The first is to learn about the creation process of physical prototypes and final products. I will do this by performing all necessary labs and pre-labs, generating at least two high-quality prototypes with computer software, learning from my mistakes, and presenting at least one prototype to our client to ensure satisfaction. The second is to achieve at least an A. This will be done by attending all lectures and labs, aiming for a minimum of 90% in all assignments and evaluations, completing all assignments and deliverables at least one day in advance, and communicating well with my peers to understand unfamiliar topics. Finally, to have meaningful time in this course for my future. I will do this by learning from my interview sessions with my team and the client, asking multiple questions to the client to learn what it means to have certain movement restrictions daily similar to future clients, to take high-quality notes allowing me to look back on them in the future, and finally create a high-quality product and design which I can use for future resumes.

