**IM3080 Design and Innovation Project (AY20xx/xx Semester x)**

**Individual Report**

Name: Christy Lee Yingxuan

Group No: 3

Project Title: Jio

**Contributions to the Project** (1-2 page)

* Brainstorming on ideas for the project
* Designed graphic art for the application
  + All fishes
  + UI
    - “Back to Camp” button,
    - Inventory button (2 variations – opened and closed fishing box)
    - “Create Expedition” & “Custom Expedition” Buttons
  + Map details
    - Trees for all seasons
* Tile map creation in Unity
  + Created the Autumn Expedition 2 Tile map
* Helped with filming of application promotional video
  + Storyboarding
  + Helped with filming of group members
  + Screen recordings of application in-game scenes
* Group Report
  + Pixel Art concept
* Poster
  + Designed the poster

**Reflection on Learning Outcome Attainment**

**Reflect on your experience during your project and the achievements you have relating to at least two of the points below:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: Communication is Key

State the area: Communication

I have learnt that communication is the most important thing in carrying out a group project. This is particularly clear in this 10-person group where at the start, there was a lot of confusion on the allocation of roles, which was important to kickstart the project. In addition, without communication, a lot of good ideas are lost when players of a team are too afraid to speak up, or even too self-centered to listen and be receptive to what others are saying. I realized that it is important to voice out my opinions even when I am afraid of criticism because eventually it’s about bettering the project and the team, every opinion is a contribution. With more meetings and collaborations, we eventually open up and communicated our opinions more and it was clear that it was easier and quicker to progress with our project. Most importantly, it allowed all group members to be satisfied and happy with our finalized project.

Point 2: Importance of staying relevant

State the area: Lifelong Learning

I have learnt from this project that it is important to always be updated on polishing your skills especially for your job and projects you’ll take on. I realized this when I had to start using unity on this project. Although I did learn how to use unity previously, not touching it for a while, I realized I was rusty and my progress was slow and I also had to relearn many things. On the other hand my friends were quick to do the project because they were always learning throughout the year and hence was able to contribute to the project more efficiently. In the future, knowing this now, I will probably continue periodically using what I’ve learnt in school to make sure that I stay relevant and essential in the working world, or even for my own projects. Also, I will seek out new opportunities to learn new skills, so that I have an even more advantageous skill set for anything thrown at me in life.