**IM3080 Design and Innovation Project (AY2021/22 Semester 1)**

**Individual Report**

Name: \_\_Joedi Ho Xin Yi\_\_

Group No: \_\_G03\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Title: \_\_\_JIO\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

In the early weeks, I helped out with the logo design and planning of the initial user interface and wireframes. I contributed to research on the tilemap designs and how to work tilemaps on Unity as well.

I also learnt how to work Github in the later weeks finally, with help from my teammate John and began to send push and pull requests instead of uploading them on google drive instead.

In the later weeks, when we have finalized our project direction, I began working on animation using cs scripts and state machine programming of the cat sprites. We used the animator on Unity to animate the cats and wrote a script to repeat the same process for the other three new cat sprites. Learnt about state transitions and how to let the sprite transit from one state to another.

I also helped out with the poster and some of the presentations in the weekly meetings with my mentor Prof Chua.

All in all, I was more familiar with the design side of a project but I stepped out of my comfort zone to try more coding in this project. Thanks to my supportive teammates, it was a fruitful semester.

**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: \_\_\_\_\_\_Engineering Knowledge\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Learnt how to use the animator in Unity as well as some software programming in c sharp. I used to work with HTML/CSS/javascript mostly but I managed to learn some c sharp when I had to revise some of the scripts for the animator of the cat sprites. I am also more familiarized with Unity as an application in a whole as compared to before DIP.

Point 2: \_\_\_\_\_\_Design and Development of Solutions\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I learnt how to make simple and more high fidelity wireframes for the application on different platforms such as figma and MIRO. It is an essential part of software engineering in the planning phase. I also learnt how to make use of use case diagrams to strategically streamline and formulate our app direction. Our team also did some user testing to see if our UX was working well and adjusted our buttons and fonts accordingly.