

# **IM3080 Design and Innovation Project (AY 2021/22 Semester 2)**

## **Individual Report**

Name: Wang Xinyu

Group No: Group 1

Project Title: Focus ---A Highly Customizable One-Stage Time Management App

### **Contributions to the Project (1 page)**

At the planning stage:

1. actively contributing initial ideas for the project, suggesting possible app references and contributing to the final decision of the project topic.
2. organizing the brainstorming process and always keeping the discussion on track.

At the idea visualization part:

1. Established the fundamental logic structure of our app.
2. Developed an interactive prototype with Figma for the idea visualization for several presentations.

At the actual coding part:

1. On the charge of Game Components.
2. Made several researches about the implementation for developing a multiplayer user reactive game within react-native.
3. Finished the entire game component individually.
4. Assisted other group mates with database issues.

At the publicity part:

1. Designed the publicity video of our App with other group mates.
2. Produced the publicity with Adobe After Effect individually.

## 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:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage
- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Team Work
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

Point 1: \_\_a\_\_ State the area Engineering Knowledge

At the very beginning of the project, I had no knowledge about react-native and expo cli, which are the frameworks we decided to use to develop our app in the following days. But it is never too late to start doing things, and after my assiduous self-learning about them and the java-script language, I am confident to speak now I have developed a solid fundamental basis in this area and able to finish development of light weight mobile apps on my own. And I realized that what obfuscated you from achieving aims is never the lack of engineering knowledge, but fear and laziness for starting.

Point 2: \_\_e\_\_ State the area Modern Tool Usage

During the entire developing cycle of our project, there are several useful and efficient tools that have been used to boost our efficiency. At the start of the project, we used Figma to visualize our ideas about layout design of each page of our App, and also link them together with functional logics to better present our ideas. During the developing part, Visual Studio and Github are very useful for team work. And for publicity, Adobe After Effects helped me for producing a delicate video to demonstrate our final works. I believe the ability to use several modern professional tools in several different areas is essential for an outstanding engineer, especially for people like me who aim to be a full-stack engineer in the future. Indeed, specialization in one single area is crucial for one's professional skills and career; but if one could integrate professional skills from several different areas, the possibility of future career paths would be increased exponentially.

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