

IM3080 Design and Innovation Project (AY2021/22 Semester 2)

Individual Report

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Group No: Group 1

Project Title: Focus - A one-stage time management app

Contributions to the Project (1 page)

1. Product Planning
 - a. Brainstormed and discussed ideas.
 - b. Making sure the goals decided are the ones which are realistic in terms of timeframe and difficulty.
 - c. Helped clearly identify the features we wanted to focus on.
 - d. Suggested tools like Figma and Android Studio.
2. Design
 - a. Collaborated on the Figma design and applied the navigations.
 - b. Helped other in navigating through Figma.
 - c. Cleaned up several Figma components to make it easier for the Development process.
 - d. Drew one of the available characters.
3. Development
 - a. Supported the technicalities of Git.
 - b. Tried preparing an Android Studio framework for the app before switching to React.
 - c. Attempted to code the TopBar.
 - d. Helped to look for repos regarding integrating Unity to React.

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: Modern Tool Usage

Coming to the project with some experience, I had expected to be the one to introduce the team to some of the development tools, which I did of course. I was able to introduce figma and help the team to use them and teach them a thing or two about organizing the design to make it simpler for the developers. I also managed to help with some Git problems here and there.

But more than that I was also introduced to other tools as well. Notion came up as the project management tools in our group. I've used similar tools like Jira and Trello, of course but there's never a harm in learning other tools with similar function.

There's also Expo which although I am still having difficulties using it to this day, I think of it as a good experience and knowledge that may someday be useful.

Point 2: Lifelong Learning

Coming off an internship doing an app development, I thought I was fully prepared for the project.

But turns out, every turn brings an unexpected event and in the end I could not really contribute much. At first I managed to introduce figma to the team and suggest tools which we ended up agreeing on and excitedly tried to start early. But as some decisions change, I was swept up and could not managed to keep up the the development process. I managed to learn not to overestimate yourself and try to be more prepared to changes in direction.