

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

Individual Report

Name: _____ Tan Jichen _____

Group No: _____ Group 1 _____

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

Contributions to the Project (1 page)

I. Technical Part:

1. Programmed the select date & time function (a pop-up clock and calendar menu to gather user input for date and time) in AddEvent page.
2. Programmed the edit user profile function (capture local image and text input) in Me page. Combined components in Me page with teammate.
3. Programmed the quote generator (connect with an external API) in Motivation page.
4. Programmed the firework triggering function (trigger animation when avatar reaches check points) in Game page with teammate.
5. Investigated several coding packages including “react-native calendar-timetable”, react-native-game-engine”, “react-native-confetti-cannon” and “react-native-gesture-handler”. Supported the team with the implementation of the functions.
6. Researched on solutions and run test cases when debugging with the team.
7. Improved the overall user interface by adjusting JavaScript Code with teammate.

II. Design Part:

1. Designed the branding kit of the app (choice of font and color, and UI style).
2. Designed the interface for Me Page and Motivation Page in Figma.
3. Created the game scene, checkpoints, and avatar in the game page through teamwork.

III. General Part:

1. Brainstormed project ideas together with the team and provided suggestions and feedback throughout the journey.
2. Contributed to slides making and presentation on a weekly basis.
3. Created mobile app propaganda video and poster through teamwork.

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: _____(i) Individual and Team Work_____

Based on my DIP experience, I learnt that individual contribution and team collaboration are complimentary to each other. Both are essential to a team's success.

To make effective contribution to the team, I have been actively seeking tasks and identifying areas to help. I also communicated with the team leader frequently to find area of improvement for our team and do the coding/design accordingly.

Whenever I encountered a technical difficulty, I will try to solve on my end, documented down some of my approaches. If I still can't conquer it, I will voice out to the team, to gather more wisdom and support, so that the problems can be solved successfully.

Whenever I come up with a design, I will also ask for the team's feedback and edit accordingly to optimise the outcome.

In terms of project management, I found that everyone should take the responsibility to push themselves in individual work and track the team's overall progress.

Point 2: _____(l) Lifelong learning_____

In this DIP project, I acquired several technical skills (JavaScript, react native) and design skills (graphic drawing and interface design) from scratch. When we want to create a function or component, our team will research on the techniques and methodologies to achieve them. Along the way a can-do mindset has helped me and my team a lot when facing uncertainties.

Through the self-learning experience, I learnt that following through online tutorials is not enough, I should always ask myself more "whys" to understand the logic of how things are implemented. It is also useful to document down the learning process for future reference.

I believe the agile learning skill I acquired from DIP will be transferred to bigger areas in the future.