

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

Individual Report

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Group No: 1

Project Title: Focus

Contributions to the Project (1 page)

1. Design

- a. Created the prototype of the different 'add' pages in Figma (Test, Deadline, Event and Category)
- b. Created an avatar for the game portion of the app
- c. Worked on the poster for the final submission

2. Coding

- a. Created the modal sheets to select category and reminders when adding events or tasks
- b. Helped to integrate the date-time picker and the modal sheets to the add events and tasks pages
- c. Added the line chart to display the number of completed tasks
- d. Created the page to edit the user profile details and update database
- e. Created the login and signup page with user authentication and Firebase database updates
- f. Allow the user's profile details to be showed according to database information on the profile page

3. Report and presentation

- a. Worked on the demonstration and use-case scenario of our app
- b. Worked on the design and implementation portion

Reflection on Learning Outcome Attainment

Point 1: Modern Tool Usage

Through this project, I have used and experienced many modern tools, both familiar and unfamiliar.

For the coding portion, I had experienced a lot of new tools, from Expo to Firebase Database and even Github. Expo was a new integrated development platform to me and so was the language used which is Javascript. There was quite a steep learning curve at the end, but after using it for a few weeks, I realized that this platform and React Native did make mobile app development much simpler with the wide array of packages available online. Although Github remains confusing to me to this point, I understand how it makes collaboration between developers a lot simpler and neater, being able to work on a specific part of the code and also to be able to easily identify where there are clashes in changes made.

On the other hand, for the UI and design portion, we used Figma for our prototyping which is something new that I have not tried before. However, after using it I realized how convenient Figma is for prototyping and wireframing. This tool allows users to easily select the mobile screen which they would like the prototype to be used on, without having to search up the exact dimensions.

All in all, I realized how much more convenient modern tools allows us to work together online without much inconvenience, to be able to easily combine different portions of our code. This thus allows us to work more efficiently as we could designate task and focus on our own, and then combine them easily at the end. We did not have to wait for one another to finish their task first before starting ours and this truly made our workflow much smoother.

Point 2: Individual and Team Work

Working on this project, we started off as 7 people that were unfamiliar with each other and have never worked together before. The initial weeks were awkward and tense as we tried to provide our own ideas and feedbacks and there were some miscommunications as to the purpose of our app and the components in it. However, as the weeks past and we started to understand each other better, our team work had improved and it was easier to bounce off each other's ideas and work together more smoothly. We also came to agreement much easier.

This project has showed me how such a complicated app, developed with a new platform and language everyone had never used before was only possible because we had a team that worked

together well. We each focused on our own parts and combined them together on each Wednesday before the weekly meeting with the professors, and also helped each other out with technical difficulties.