

Individual Journal 11/14

There was an assignment about Product reflection that we must interview others for feedback. At first deciding who would best to interview was a challenge. If we go for someone that doesn't know much about mobile applications, then it would be meaningless, and we would draw nothing from that. So, I figured why not someone within my major? Then I decided to interview that person and got great feedback which will be beneficial to the project.

I have begun learning how to design a wireframe while using a brand-new program. Using figma to create a wireframe was a bit challenging and using YouTube as a learning tool which help aid my progress to understand more about figma. Learning shortcuts to the program was a big help since using a build in mousepad was hard moving around. Plus making you waste less movement to changes to different cursor for editing.

The front-end team have built a timeline which is helpful for tracking the status of the project. At first, we seem to be lost and got no clue in what we are supposed to be doing. But then we decided to group up and make a schedule that would help keep us on track. Sitting down and planning was a hard task. Deciding what is needed to be done before we can start is hard because we do not know what would lie ahead. A lot of researching and tasking that needed to be done. In the end we provided a schedule that benefit the front-end developer. Using resources that we learnt from "software engineering" course was a major help while creating the timeline.

Figma: Work assigns “Wireframe”:

<https://www.figma.com/file/gECBxVCtSPCxO69dcN0BuE/Tan-Wireframe?node-id=477%3A337>