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

**Individual Report**

Name: Tiffany Ng Dan Yi

Group No: 7

Project Title: joiNTU

**Contributions to the Project** (1-2 page)

Did the Week 6 slides and formal presentation.

Wrote codes:

* AdapterChat.java
* AdapterChatlist.java
* AdapterGroupChat.java
* AdapterParticipantAdd.java
* AdapterUsers.java
* ModelChat.java
* ModelChatlist.java
* ModelGroupChat.java
* ModelGroupChatList.java
* ModelUser.java
* chatgrp.java
* chat\_main.java
* ChatActivity.java
* GroupChatActivity.java
* GroupCreateActivity.java
* GroupEditActivity.java
* GroupInfoActivity.java
* GroupParticipantAddActivity.java
* activity\_chat.xml
* activity\_chat\_grp.xml
* activity\_chat\_main.xml
* activity\_group\_chat.xml
* activity\_group\_create.xml
* activity\_group\_edit.xml
* activity\_group\_info.xml
* activity\_group\_participant\_add.xml
* row\_chat\_left.xml
* row\_chat\_right.xml
* row\_chatlist.xml
* row\_groupchat\_left.xml
* row\_groupchat\_right.xml
* row\_groupchats\_list.xml
* row\_participant\_add.xml
* Row\_users.xml
* Other related drawable xml files

Made some changes / contributions to:

* Friends.java
* work\_friends.java
* Troubleshooting of the initial booking feature
* User Guide (group report)

**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:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: (j) Communication

While I was working on the booking feature, we could physically meet up and troubleshoot the problem together, hence that feature was implemented rather quickly. As for the chat function, I had to use the initial code (such as Friends.java) that some of my teammates have worked on to integrate it into my chat. The initial app code that they sent me was built based on fragments, so I based my codes on fragments as well. When I completed the entire chat function and wanted to add it into the current codes, I realised they have changed it to all activities and I had to rewrite them into activities and do another round of trouble shooting. Hence, I feel that the communication between the group members could have been improved and I should have checked in more frequently with the other teammates as well. Initially, when I was struggling to integrate the ‘Personal’ chat function into the app, I did not ask for help or let my teammates know my progress. I realised that maybe my teammates would be able to solve my problem and since it is a group project, I should not struggle on it myself and risk not being able to complete it on time. Afterwards, I asked for help, communicated my problem to my group and got Desmond to help me with some troubleshooting. When the other members updated the codes for the avatars, and Kai Li was not able to add it into the chat codes, she also asked for me for help through telegram and we eventually solved it after a zoom session. I learnt that having frequent communication really helps to solve problems quickly. Although I still prefer having physical meetings, I have learnt to adapt and communicate with my group mates through virtual ways instead.

Point 2: (l) Lifelong Learning

Before this project, I had no knowledge of the Firebase database and only a little experience on Android Studio from the Intro to Design and Innovation Project module. I mainly relied on watching YouTube tutorials and Stack Overflow whenever I faced any errors. Initially, I was pretty overwhelmed by the different tutorials out there and had a hard time following them. I then decided to focus on understanding one tutorial at each time, instead of trying to accomplish everything at once.

When I was implementing the front-end UI of the chat functions, I also realised that there is often more than one way to achieve the same outcome which was pretty interesting to me.

In addition, I not only learnt how to code better in Android Studio but I also improved my problem-solving skills and learnt how to communicate better with my group mates.

In addition, I not only learnt how to code better in Android Studio but I also improved my problem solving skills and learnt how to communicate better with my group mates.