# PathMates - Group Project Self-Evaluation

## How good was the project?

Our group was very satisfied with how our final project turned out. Our objectives were to create an app that enhances UMN safety for students and provides a community-based space for students to make new connections. The Figma prototype looked clean and minimalistic while including functionality that fulfilled the objectives of the application. We feel that our app accomplished these objectives well, which is why our group thinks that we deserve an A.

We are proud of our final product, especially with how intuitive the flow of the app turned out. We are also proud of the improvements in our final prototype versus our paper prototype. There were some issues in our paper prototype that were revealed during the user testing sessions as well as in the cognitive walkthrough session, and our heuristic evaluations. We were able to handle constructive criticism by using it as feedback for improving our app interface and service design. Despite the changes we made after conducting user tests, our final prototype integrates each of our ideas that were proposed during the early stages of paper prototyping. Some of the elements from early designs include the map view of students looking for a walking buddy as well as the profile setup wizard.

## How did the group work together?

Our group worked well together. We tried to work on the project together as much as possible, but we did end up splitting up the work. We split up work based on the different skills we had, such as drawing skills for the paper prototype and Figma skills for the final prototype. While half of the group was more focused on the paper and Figma prototype, the other half of the group focused on written deliverables. All team members gave feedback on prototype iterations and the written deliverables.

We mainly worked on the project in class. We were able to complete the majority of the week’s work during class while not having an overwhelming amount of individual work left to be done after class. However, if there were times when we could not finish all our tasks during class, we would meet virtually outside of class to work on the project. We did not have to meet much outside of class as we got most of our group work done during the class period.

Overall, our group did not face many challenges working together. We communicated with each other well and we were able to complete all parts of the project on time. The most notable highlights from this experience were how well we functioned as a team with a mixture of synchronous and asynchronous work during this semester and how well our final prototype turned out.