

# **IM3080 Design and Innovation Project (AY2021/22 Semester 1)**

## **Individual Report**

Name: Jeremy Chua Chin Yew

Group No: 6

Project Title: COHAB: The One Stop Shop for Communal Living

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

#### Ideation and Planning

During the initial planning process, I contributed to the groups brainstorming process to decide some ideas for our project.

We presented the ideas to our supervisor for advice, then we determined that our project will be an application to aid the processes of living together based on an existing Roommates app. I was then tasked to pitch the project idea during the first presentation in week 3 together with 3 other project group members.

The initial phase of implementing the app was split into 3 groups, the User Interface, 3D modeling and the Development teams.

#### 3D Modeling

I joined the 3D modeling team containing 5 members. We were tasked to create a blender model for the home screen environment as well as icons that will take us to the task, chore, finance and calendar screen.

After learning and familiarising myself with blender, I designed and created 3D models that will represent the icon that will lead the finance screen. The design that I came up with was a table with a piggy bank on top of it, then I created the model using the Blender software

#### Task

During week 6, the development team highlighted concerns that the coding needed more people. During the discussion, members from the UI and 3D modelling team were moved to the development team.

Along with 2 other group members, I was tasked with the front-end development of the task screen. The 3 of us took some time to familiarize ourselves with React Native, as that is the framework that we decided to develop our app on.

I learnt and implemented modals for the task screen, which is the pop up that appears when the app user clicks to add a new task.

### Notification

After the completion of the task screen, I took responsibility for the development of the notification screen by myself. I had to create a small side menu for condensed information with a check in and check out button.

Later, 1 other member joined the notification team to help out with the layout and format of the cards in the notification screen

### Consistency

During the final phases of the development, I moved to ensuring consistency in the app with 1 other group member. We adjusted the format, ensured the font sizes are as intended and ensured that all texts are in the desired font.

## 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: Communication

I think that working with a group of 10 other individuals have really taught me how important communication is. Being able to listen and organise the structure of the project group was key in ensuring the success of our DIP project.

### Point 2: Engineering Knowledge

Through this project, the group decided to use React Native as the framework to develop the application. As a result, I have learnt to code in Javascript as well as familiarized myself with using React Native.