IM3080 Design and Innovation Project (AY2023/24 Semester 1)
Individual Report

Name: Malvin

Group No: 6

Project Title: ARvatar

Contributions to the Project (1 page)
- Illustrations of ARvatar UI on Figma.
- Welcome to ARvatar UI scene on Unity.
- Register your email UI scene on Unity.
- Login UI scene on Unity.
- Reset Password UI scene on Unity.
- Linking pages to work together by using Scripting API:SceneManager.
- Use C# to populate data on chat list page.
- Change chat limit for chat from no limit to 60 characters.
- Add UI sprite images accordingly on avatar customisation page.
- User C# to make sure there is limited characters shown on front page of chat list, followed by a "…" after the limit.
- Loading UI scene in between scenes for transition.
- Loading turning UI on loading UI scene.
- Successfully implemented dark mode.
- Allow scenes to toggle between dark and light mode while retaining its mode in between scenes.
- Chat input bar change to pink to follow theme.
- Added corner radius to friend request box UI.
- Customisation page made clear that the user can tap on the cat image to enter avatar customisation.
- Friend request: Display a confirmation "Friend Request Sent!" to user when friend request is sent.
- Friend Request: Display a "Already Your Friend!" message to user when user already added them as a friend.
- Managed to spawn some of the accessory on model that previously can't be spawned.
- Scaled the size of accessory in accordance with the model.
- Added button to reset password page to allow it to go back to login page.
- Fixed register warning texts "Invalid email format" & "Please enter both email and password" as they don't show up when user types wrongly.
- Fixed login warning text "Wrong email or password!" as they don't show up when user types wrongly.
- Fixed some missing dark modes that are not consistent.
- All the presentation slides for the team for final presentation.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to <u>at least two</u> 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: Individual and Team Work
In the aspect of individual achievements, I have honed my ability to understand more unity functions and able to generate more C# scripts across various topics and scenarios. Throughout the project, I have developed a skill for providing coherent, relevant, and creative responses to a wide range of challenges and queries. It's been quite a journey from understanding how to create simple UI on unity to implementing scripts to make sure the application works, and I am proud of the progress I made in this project. As for teamwork, my part consists mainly being a UI artist and front-end programmer. Each team member is assigned a different part of the project. Each member's contribution in the teamwork involves the integration of different components to enhance the overall implementation of the software application. Each member contributes uniquely, whether they're UI artists, front-end programmer, back-end programmer, 2D/3D artists. The culmination of everyone's efforts facilitates a smoother and more natural interaction in the teamwork. Overall, my journey has been a testament to the power of individual learning and collaborative effort, showcasing those individual strengths, when integrated effectively, can create a cohesive and powerful system.

Point 2: Lifelong Learning
Throughout this project, lifelong learning has been a foundation of my development. My skills continuously adapt and evolves, learning from each interaction and new piece of information it encounters. This process of ongoing learning had been important in refining my ability to understand context, generate more accurate responses, and stay updated with the latest information available. One of the significant achievements related to lifelong learning is my capability to dynamically adapt to changes. I can adjust better to cater to my team members needs. Another achievement is the ability to engage in more nuanced and contextually relevant discussions. Lifelong learning has empowered me to understand the subtleties of language, recognize intent, and respond with greater accuracy, considering the broader context of a conversation. Furthermore, my continuous learning enables me to stay current with the latest developments across unity and C#, I strive to incorporate newly acquired knowledge into the project, ensuring it receives up to date and accurate information. In conclusion, my journey embodies the essence of lifelong learning, showcasing how I can grow, adapt, and improve continually, mirroring the lifelong learning process that is integral to human development.