FEED Pulse

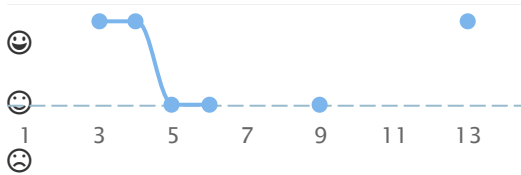**My feedback**   **Group feedback**

Section1: Leo (Fleans) and Nazar

Bachynskyy, Nazar N.S. - Metsi, Fleans F.

Checkpoint 14   Wednesday standup with Arjan   03-11-2021

Metsi, Fleans F.   5 days ago

Today we talked about the process of our application. We showed our finalised wireframes and the first implementation of some of the functionalities of the app. Based on the shown progress and the functionalities mentioned in the previous feedback session, some ideas were given regarding the demonstration of the application for the upcoming presentation. Also to be noted, feedback regarding the user testing that will be conducted in the upcoming days, suggesting an emendation from a Media Design teacher. Lastly, a suggestion was given about user testing. Based on what was discussed in the feedback session, testing the interaction of the user with the plants (functionality) would provide better results compared to testing the UI of the app.

> Write a summary of what you discussed with your teacher...

Post Feedback

Checkpoint 13   Friday wrap-up with Maikel and Arjan   22-10-2021   🙂

Metsi, Fleans F.   17 days ago

In today's meeting, we discussed the path that we are going to take regarding the use of hardware, moving from using sensors on the plants themselves to using hardware such as the accelerometer, mic, and the display on the phones to interact with the displayed plants. If the user does not open the notification soon enough or dismisses it completely, the plant requesting help will get a negative element added to it. These are: insects (removed by shaking the phone, detected by the accelerometer), dust(removed by blowing into the microphone), and cracks in the pot(removed by wiping over the crack repeatedly). During the meeting, suggestions were given regarding the calculation of necessary water for keeping the plants alive but also using the sun to figure out the best times to water the plants.

Checkpoint 12   wednesday with Arjan   20-10-2021

Bachynskyy, Nazar N.S.   17 days ago
On wednesday we discussed our progress for the application. We are at the moment drawing our resources(plants) and are looking into possibly implementing hardware sensors to measure the amount of water in the dirt of the plant to know when to notify the user that the plant needs water. We also discussed how these notifications should be displayed. They should match the actual personality of the plant and have them be a bit pushy and attention seeking as seen with tamagotchi's.

Checkpoint 11   Friday session with Maikel and Arjan   15-10-2021

Metsi, Fleans F.   24 days ago
On the current feedback session we discussed the new ideas that we are currently implementing, based also on the last session. These ideas were making the plants on the application have a personality, with the objective being stimulating the interaction between the user and the plants portrayed on the app. We showed that we have already started creating the avatars for the plants, based on a list of personalities that we found while doing research. These personalities are in correlation with the type of plant that will be assigned on the app. Based on the aforementioned points, the feedback that we received was positive, noting that the implementation should start by next week, given also tips on the type of music that one of the personalities can use.

Checkpoint 10   Wednesday meeting with Ruud and Arjan   13-10-2021

Metsi, Fleans F.   a month ago
In today's feedback session we discussed the idea of the application we want to make. Our initial idea was to develop an application that would help you maintain your plans as well as have those plans organized. When discussing with the teachers, a very important question was asked: "What problem does the application solve, or even, is there a problem to begin with". With further discussion on the question that was presented to us, we concluded that people don't buy plants as often, due to a number of reasons (low maintenance, low interest, etc) which in a way have to be tackled. The solution that was given to us, was to make the plants more "engaging" through the application by giving them a personality, thereby making the interaction and care more personal. Various combinations of personality traits can be introduced for each of the plants, keeping in mind the nurturing of the plant itself. Based on the aforementioned feedback, we will reiterate our initial idea to make our application interactive and more personal.

Checkpoint 9   friday wrap-up   24-09-2021   ☺

⚠ No feedback submitted.