

Having to find a problem seems like an easy task but it is one of the difficult things to do when trying to create or think of a project, you would have a lot of topics to choose from but trying to pick the right one is the real challenge. Every time you pick out a chosen problem to work on you never realize how broad it can actually be and that means you would have multiple problems to address giving you more work to do. What we did was narrow it down to answer a specific problem that we agreed to answer which gave us a deeper understanding or perspective towards the chosen topic.

It is also important that the problem you are trying to answer is something that would help a lot of people or will be a basis for an app that would help more people in the long run. There is a thought that if you are working on a problem that you yourself are interested in the end result would be better, although in theory that would be plausible as you would be more interested and passionate in solving the problem it would be better if you are choosing a problem that would have a lot of references i.e. possible users of the app that you are making so that you gather more information other than what you already know.

The experience map was also a great help into giving us a perspective about what we are trying to encounter, having to think of quotes, pain points, goals, and personas help greatly with trying to see multiple perspectives and needs of people without even having to interview people so much about the topic. These will indeed help us with our decisions of what features are needed, as well as how well we design the UI and UX to be put inside the application. All these with the addition of the goals will also keep us on track about what we are actually trying to produce, I personally tend to sway away from what I am trying to achieve and end up adding different features that were actually unnecessary and just made the app cluttered and confusing for users, additionally there are features that were actually needed and I haven't thought of or implemented which also affects user experience.