Week 8

Creative Exercise

Hi all

I selected to write a 500-word story using the numbers 1 to 12 for the creative exercise. It made me think outside the box quite a bit. I ended up creating a world where numbers live their lives out as we do today. They are all connected with one another in one way or another and I wanted to write the story of one citizen and a single event that happened in their life. I came up with a story called “4 + life”.

**4 + life**

My name is 4 and my story is complicated. I live in Mathropolis and have been working in basic multiplication all my life. I am a simple number but have found myself in complicated situations before. One such story is that of 8 and 1.

When I was young, I married my high school sweetheart 1. We were married for a few years, but eventually 1 seemed to find us uneven and favoured 5 over me. This broke my heart as we separated and went our own way. They eventually married and had a child together called 6.

I wanted to get away from it all and moved to Mathropolis to start a new life. I met 3 working in lower level multiplication. We connected instantly and after a few years we got married and had a child together called 7. Our hearts were filled with joy and life was good. 3 already had a child called 8 from before we met. 3 never told me where 8 came from. They were happy in life and that’s all that mattered to me.

7 went on to become a fine lucky number and married a 11. 8 worked at the Python group and 8 move up the ladder fast without long compile waiting times. One night 8 invited me and 3 to attend an awards ceremony held by Python. We were happy to accept and couldn’t wait to meet everyone 8 works with and finally meet the mysterious number that 8 has formed a deep connection with and can’t stop talking about.

As the night started, we met up with old friends 12 and 10 and their adopted child 9 and talked for a while. I was surprised to see 1 was there with 5. I learned that they had moved to Mathropolis a few years back after 6 finished Collage. Beyond my knowledge 6 was working within the company along with 8.

We moved over to say hello, when I realised a shocking expression on 3 and 5’s face as they see each other. As they greeted it was clear they knew one another. 3 introduced 5 to me as 8’s father. I greeted 5 and 1 and explained my connection with 3 and 8. I was surprised and 3 followed with an uncomfortable laugh and comment on how small the world really is.

8 and 6 arrive to greet us. They explained how happy they are we finally get to meet one another as they have found a connection and have a big announcement. We stood in silence as we released that 6 and 8 were related and someone needed to tell them before they make too many plans. I broke silence and just said “8 meet your sibling…6”. As mouths hung open and silence filled the room l called the waiter over. I finished my drink and put it down hard on his servers’ plate and told him to get a case of the strongest they got as the table is going to need it tonight.

1 was right. It is amazing how small the world is and how things work out in the end. I am a simple number and know multiplication. What life add and subtracts to bring us together in the end is above my understanding, but I know it makes for an interesting formula sometimes.

Week 8: Forum – Sprint Review

The user interface (UI) I created during my last sprint has come together well. It functions as intended and provides me a quick and easy way to debug during testing. Using the Unreal Engine widget system was a good choice and helped me lay everything out quick and easy. I stayed agile by set up my sprint in the project management tool Trello and telling the story of what I wanted to achieve rather than a task list. Planning out the sprint with tasks of how to complete my story on a card in Trello helped me stay focus on what needed to be completed within the time set out but remain open to change.

I could have created cards on Trello for my sprint goal in more detail by adding comments after completing tasks and documenting the tutorials I followed under the card itself. I found myself wasting time trying to find the content I used to help me implement features as I needed to come back to certain implementation as they broke down the development line.

An example of this was when implementing the widget layout of my UI in the unreal engine. I implemented a layering system as required by the UI but got confused and wanted to view the example again to get back on track. I spent over 20min trying to find it again and it gave me the answers I needed in the end.

Whenever I view a tutorial or view an academic paper I need to document and save into my boards. It needs to be placed in the Card where it is relevant so that I can be accessed quickly while working on the task as well as far after completion.

I need to stop closing a tutorial after they are implemented and continue to the next task. I need to document and archive tutorials inside my cards so that I can come back on a later stage if needs be and don’t waste time searching for them again or end up not finding them.

I need to keep making my boards and cards for sprint goals as well as all tasks that need to be completed for my projects. I need to continue planning in Trello and being agile as it has helped me stay focused on single tasks that need to be done now and help me manage my time to complete them. It led me to discovering new ways of thinking about my what application does and helped me make a positive shift in the direction for my application.

AR Project Trello link: <https://trello.com/b/Q9PP4m9l/ar-project>

Project Link: https://github.com/NicoVDMerweCRJ/ARX-Project.git

Blog

I started to take new direction with my application this week as I complete my sprint goal I set out for myself. I started doing research into applications that could help me achieve my goal of planning out the UI before developing and implementing it into my application.

I chose Adobe XD for its Responsive Resize feature that automatically adjusts and sizes images as and layouts of my boards to screen sizes. This feature helps my UI stay flexible and responsive as well as the ability to adapt and scale to the different mobile screen sizes available. Adobe XD also works very well in prototyping the UI by wireframing and creating simple interactive click through prototypes. This helps me track the flow of my UI and design smart around functionality.

I found using Adobe XD quite hard due to the workflow being so much different from other software I am used to using like Maya and the Unreal Engine. I found tutorials at <https://helpx.adobe.com/africa/xd/tutorials.html> done by the adobe team that I could follow to get myself doing the basics.

During the process of making my boards I found that not only do I have a lack of understanding around planning UI design and creating prototypes, but learning this skill and applying it using Adobe XD will require me to learn more about the program itself and designs done by others.

Investing time into Adobe XD will help me learn an important skill I require for application development in the future. I need to learn to plan and create my UI and UX designs inside Adobe XD. I will also need to start looking at other UI designs and learn from the problems they faced developing for the different applications and platforms available on the market.

I will achieve these goals by continuing to view at least two tutorials a week from <https://helpx.adobe.com/africa/xd/tutorials.html> and build my knowledge of how to use Adobe XD to its full potential and create my own prototypes and designs for application I want to design in the future. I also want to take 60 minutes a week to explore interesting UI designs done by other AR applications on the market. This will help me grow my knowledge of different UI, what challenges they faced and how to overcome them using design that is flexible and adaptive.

I want to be able to design and create prototypes of my own UI design by the end of this module. I’m not aiming to be a professional in the field of Adobe XD and UI prototyping, but to be able to create a basic design, plan and UI layout. Understanding this process will help me plan future applications UI accurately and make the development process much easier and leave me with less roadblocks and issues that may arise from a lack of planning ahead.

I know I have achieved this goal set out when I am able to create and prototype my UI ideas inside Adobe XD without having to look at tutorials for help. It will also be a clear indicator that I have achieved what I set out to do when I refer to my Adobe XD designs with more details and functionality documented rather than my simple drawings and basic planning as before.

By following the tutorials and lessons provided by Adobe on XD I can achieve this goal within the time set out. In two weeks, I want to have a simple example of my UI completed in Adobe XD and make sure to continue to add to it as it grows in complexity. I want to have a basic UI layout completed in four weeks that I can follow to improve my UI prototype as it stands.