IM3080 Design and Innovation Project (AY20xx/xx Semester x)
Individual Report

Name: Lin Hao Weng

Group No: 2

Project Title: Float

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

Design Part

During the first two weeks of the project, all of us came out with our own ideas on what we are going to do for the mobile application project. Eventually, we decided on our 1.0 app that we are going to base it on. It was called Headspace, a mental wellness application, and we are implementing certain features that we like to our app. We decided to split into 3 sub-teams (Design, Backend, Frontend) based on our interests. With that, I was assigned to the design team and used Figma as our platform for UI/UX design.

During the first few weeks, I was tasked by our sub-leader, Clio, to create wireframes for the profile page and focus on finalizing the icons that we are going to use for the application. I have to create guide tabs icons, rewards tabs icons, play buttons for our application. As I was unfamiliar with the vector style in Figma, I have learned how to use it to create the respective icons.

After creating those icons, I have to make it to various components so that any of our design teammates would be able to reuse some components for other parts of the app. This was helpful to create any design more efficiently

Below are some of the icons that I created during my time in the design team:
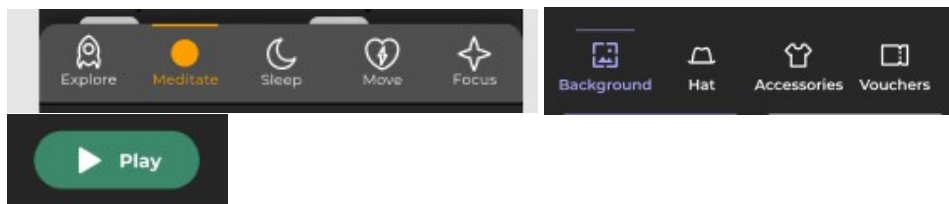
Front end Coding

During the middle of the DIP schedule, I was re-assigned to the frontend team as they need manpower to code based on the UI/UX design. During my first week in the frontend team, I was tasked to work with Heriz to code the respective guides UI, guides activity, Afterwards, both of us were tasked to do a search, favorites, and recent features. During that time, we had to troubleshoot many minor UI bugs that we found during our time working with the app. Lastly, I had to do the bottom bar navigation colors and badges update function.

Below are some of the things that I have coded during my time in front end team:
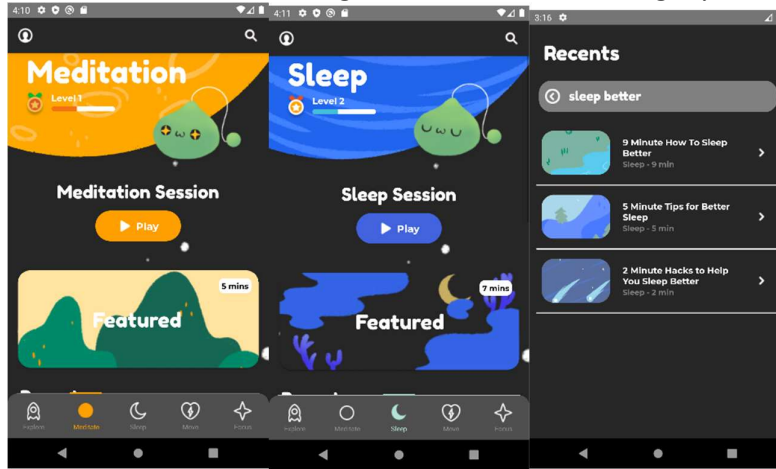
Video Part
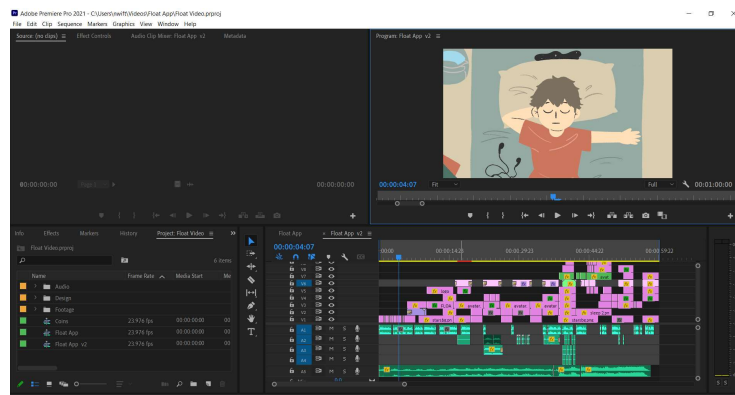
Video Editing

Lastly, I was tasked to do the video with Violin. With many rounds of discussion and lack of time, we decided to use a 2D animation style to market our app. We enlisted the help of Clio and Amanda to help design part of our video and the voiceover for our video respectively. In the end, we were able to create a 2D animation video to market our app.

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: E   State the area: Modern Tool Usage

Prior to this DIP, I did not have any coding or even UI/UX design experiences, so I was clueless at the start of the project. I also was unfamiliar with the tools (Figma, React Native, and GitHub) that we used for our project. With the help of experienced teammates, I was able to grasp the knowledge of these tools and applied for our project. For Figma, I learned to understand the tools like vector editor and prototyping to create UI/UX design for any app. Next, I was able to learn new industry-standard software, React Native, and it was a fantastic experience to practice my weak coding skills. Lastly, I was glad that we were able to fully utilize the features of GitHub by using real-time collaboration to combine our codes easier and also implementing issues that we used to track the progress of our work. Overall, I am grateful that I was able to learn various applications to further my understanding as a programmer and better my skills for my career.

Point 2: I   State the area: Individual and Teamwork

As this was my first time working with a huge group of people, there was a need for communication to make sure that we are able to work more efficiently, and everyone know what to contribute to the project. At first, it was hard for everyone to voice out opinions as we did not know each other. This led to many miscommunications and people did not know what to do for our project. As we continue to meet virtually for the next few weeks, we are able to understand each other and address certain issues that we did not solve previously. Hence, I was able to understand my role in the team and able to work with my teammates to move the project forward. With our various member's strengths and teamwork, we were able to develop the app for our project efficiently. Hence, I believe that having good communication was instrumental in any project's success and this lesson can be applied to my future workplace.