**IM3080 Design and Innovation Project (AY2020/21 Semester 1)**

**Individual Report**

Name: Chew Li Xin Amanda

Group No: 02

Project Title: Float

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

**Design Part**

At the start of the project, all of us came out with a few ideas for our mobile application 1.0. Afterwards, we had a discussion within our team to finalized on the chosen application 1.0, including the features which we will be implementing in our project. Eventually, we decided on mental wellness as our topic on week 3 and we split into sub-teams accordingly to our interest. Under the design team, we decided on Figma as our platform for UI/UX design conceptualization. For the following weeks, I have progressively created the wireframes for different screens, mainly the rewards screen and rewards updated screens which consist of successfully purchased and insufficient coins.

In the subsequent weeks, we had come out with most of the wireframes, and I proceed to build the screens for our 1.0 App. For my part, I designed the screen for explore page, guides (meditation and sleep) and rewards updated pages. After passing on the screen’s layout to the front-end team, I move on to develop the UI for our 2.0 App, which consist of mood tracker screen (how’s your day page) and all the screens for explore 2.0.

Along the way, I have created vector icons such as calendar, availability, video, and timer on Figma, which are used in different screens. Additionally, I drew the draft for the badges for the indication of mascot growth for different stages which are displayed at specific screens after some changes.

Here are some of the screen captures of the pages I have created throughout the 13 weeks.

A screenshot of a cell phone

Description automatically generated with medium confidence Graphical user interface, application

Description automatically generated Graphical user interface, application

Description automatically generated

**Coding Part**

As I was mostly under the design team, I was able to help at the coding team for one week only. I managed to do around 150 lines of codes for the implementation of reward screen displaying a popup modal to indicate successfully purchased or insufficient coins on our application.

Throughout the 13 weeks, I worked with some of the members with the presentation of slides and delivered the contents for our design team for some of the weeks. Also, when Float was completed, I helped with our group report and voiceover for our group video.

**Reflection on Learning Outcome Attainment**

Point 1: Engineering Knowledge and Design/development of Solutions

Through this project, I was involved with various software, which include Figma, Android Studio, React Native and GitHub. It was my first time using Figma for graphics design work, where it took me some time to understand how to use certain prototype tools and vector graphics editor. For this project, I learned how to develop a Figma prototype where we can show the appearance for different screens before proceeding on to implement it. Likewise, React Native was a new platform which I have no exposure previously. It was hard to grasp all the context within the given timeframe, but I tried to make relevant link between other platforms I have used previously, and I am glad to make some contribution to the team. Lastly, the exposure to GitHub had allowed me to understand the efficiency of real-time collaboration and allow better cooperation within our team with the functionalities it provide within GitHub.

Point 2: Individual and Teamwork, Communication

It was my first time working in a group size of 11 members, and communication is essential to make sure everyone is on the same page and to have better facilitation among our team. Initially, everyone was unfamiliar with each other, and most of us find it difficult to voice out, resulting in miscommunication and stagnant progress for our team. However, after meeting with each other for a few weeks, we managed to addressed issues that arise previously and made clarifications when in doubts during our meetings. Hence, as a team, we managed to grow progressively and achieved all the features implementation that we listed out in the beginning of this project, which is a great achievement for us. Hence, I feel that effective communication is the key which improves our group performance and my individual contribution to the team.