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

**Individual Report**

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Group 2

Project Title: Float

**Contributions to the Project**

Initially, we were deciding on what topic we should do our app on. We were generating various ideas such as cooking and dieting app, laundry app etc. I came up with the idea to do an app on mental wellness as there were a few disturbing incidents that took place in Singapore at that time due to declining mental health among many in Singapore. I came up with the idea to use Headspace as the app to base our application on.

**Design**

During the first 6 weeks of Semester 1, I was working on the UI/UX of the app using figma. My teammates and I generated many ideas on what the app should contain, how the flow of the app should go and the logic of the app. We were also thinking about what additional features to implement to make the 2.0 app. I then proceeded to work on the wireframes on figma. We were working on the wireframes for the first 4 weeks or so. These are some of the wireframes that I had created. I created a few more wireframes together with other teammates too.

Graphical user interface

Description automatically generated with low confidenceGraphical user interface, text, application

Description automatically generatedGraphical user interface

Description automatically generated

From week 4 onwards, I started to create the actual UI/UX for the pages. I was also the one to come up with the idea of the app logo. I came up with the idea of having the avatar sitting on a float, to represent the idea of our app. I also came up with the calculations for the points system.

**Coding**

From week 7 onwards, I decided to move into coding as most of the UI/UX part for float 1.0 was done. Initially, I went to work in the backend as I wanted to learn about how the backend integrates the entire app using AWS services. I was trying to create functions to read and update the points and exp for the rewards in the app. However, I was not able to test the functions. One of my teammates and I pushed into AWS amplify, which caused the app to crash for a bit. Luckily, one of our teammates was able to rectify it. This caused anxiety in us and thus, I decided to work in the frontend from week 9 onwards. I created the explore page. I also worked with one of my teammates to work on the individual guides page. I also learnt how to use redux to ensure data persistence.

**Presentations**

I have also presented on the design aspect of the app in the first 6 weeks of the project.

**Reflection on Learning Outcome Attainment**

Point 1: Engineering Knowledge and Design/Development of solutions/Communication

Initially, when we had to brainstorm ideas for how the app was going to be, I vocalised my opinions. I developed ways on how the app was going to flow, and what system it was going to use (eg. the exp and points system for rewards). I also gained much engineering knowledge in terms of learning how to use softwares like Figma and Github. I learnt how to create wireframes and prototypes on Figma. I have also learnt some Github commands that would be useful for the project. I also learnt how to create codes using React native and how redux helps with data persistence.

Point 2: Individual and Teamwork, Communication

I learnt how to work together in a large group of 11 people. We were able to work seamlessly by splitting up into smaller teams to work on UI/UX, frontend and backend. We arranged weekly meetings to collaborate between the different groups of people so as to update everyone on what each person is doing. Whenever someone encountered a problem, we made sure to voice it out to the whole group so as to get everyone’s input, which always helps. Deadlines, plans and proposals were being communicated promptly so as to keep everyone up to task. From this, I am able to take away how to communicate effectively with each other, and how to systematically (meetings, agendas etc) do so.