IOS StuNect

Professional Skills

1. Final Presentation

https://docs.google.com/presentation/d/1YzDLzskhGhMcu-quHEwU8oZg4jHjrawYZQ6YSfvMGqg/edit#slide=id.p

2. Feedpulse

Checkpoint 12   13-04-2022

Haex, Rayco R.H.C.M.   a month ago
Erik liked the project. Only feedback we really got is to try to; implement or design some sort of "playfulness".

We plan to do this within Figma and are thinking about creating animations for sending/receiving "business cards"

Checkpoint 11   Wednesday wk8   06-04-2022

Neshev, Plamen P.H.   a month ago
We showed them our progress so far. We discussed how we can make business cards more interactive. Our focus now is sharing and "reading" business cards. I am gonna pick up some coding as well, because i have been focusing on the high fidelity prototype too much.

Checkpoint 10   Monday (Marcel)   04-04-2022

Neshev, Plamen P.H.   a month ago
We showed him our progress so far, we got positive feedback on that. We encountered a slight blockade with automatic sizing on our table view, that's something we'll probably figure out before next feedback session.

Furthermore we discussed the idea of AirDrop, instead of NFC/QR code. (Because NFC is paid and QR code isn't as intuitive)

Overall I am pretty happy with our FeedPulse. I think our communication with the teachers was solid, and every week we took their feedback into consideration and worked upon it.

3. Self-assessment

I am happy with our project in general. We planned it very well, so much so that we were done right before the presentation. I think we make a good team with Rayco. I was able to code more on this project, which I am really happy about.