IM3080 Design and Innovation Project (AY2022/23 Semester 1)
Individual Report

Name: Li Ying

Group No: 2

Project Title: Kung Food Hippo

Contributions to the Project (1 page)

At the first stage of the project everyone worked on researching which app to do as well as familiarising and learning how to use React Native. After deciding on a food delivery app, we created figma wireframes and connected every page together. I worked on the checkout page including the UI/UX design as well as the various functions in the page such as switching between self-pick-up and delivery, editing the delivery address, adding instructions for driver, and choosing between different payment methods.

Moving on to the second stage of the project, I researched on one of our innovation ideas which is the rating system for our app. I proposed the idea to Alex who handles our database to use interquartile ranges to decide and remove anomalies such that our rating system is more accurate and meaningful to customers. I also helped with the report writing.

Overall, I help to manage team meetings by taking down tasks to do and sends them into our chat group so that everybody can look at it with convenience. I also helped with the ui/ux testing and added meaningful input towards the project direction.

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 Teamwork
   (j) Communication
   (k) Project Management and Finance
   (l) Lifelong Learning

Point 1: Design/ Development of Solutions

While designing and implementing the UI/UX, I had to google a lot and I also received help from our group leader's template. Even though I might have spent relatively more time on implementing the components, it was still a fruitful experience because I learned a new coding language. From a designer's point of view, I also learned how to use colors to convey different messages and meaning to give various impression on the viewer such that the feeling they get is what we intend to instill.

Point 2: Individual and teamwork

I struggled a lot at the start of this project because I was not confident in my coding abilities, and I had this mentality that everybody else was better and that I would burden the team. However, working with the team for 13 weeks and talking with them helped me realize that coding is very versatile and that everyone must devote a significant amount of time to learning when coding in a new language. Throughout the process, I learned not to be frightened of trying new things and how to build various functions in JavaScript and CSS. I am now more comfortable and confident in coding. I would like to use this opportunity to emphasise how wonderful my team members are, and how nothing would be possible without them. The team members motivated me to do my best, and they helped me improve in many areas, including communication, teamwork, time management, and how to best contribute to a team. It was an amazing experience working with them since everybody did their part of the project properly and everything went smoothly with the constructive feedback and criticism.