

IM3080 Design and Innovation Project (AY2022/23 Semester x)

Individual Report

Name: _Ricky Winarko_____

Group No: __2_____

Project Title: _____Kung Food Hippo_____

Contributions to the Project (1 page)

- Managed the project management schedule and task allocation by utilizing a GANTT Chart and
- Created the workflow for software development by utilizing the SPRINT methodology
- Did research and taught proper implementation of software framework
- Lead team in finding solutions and analyzing pain points
- Created a template for the UI development of the application
- Worked alongside Yi Jie and Alex to implement an algorithm for delivery route
- Worked with Yi Jie to use the Google GeoAPI to plot the address of stores on the map
- Worked with Alex and Lydia to standardize the database format and inputs
- Created the google account login page by utilizing the google developer API
- Implemented our custom-built Restful API on the app to display the needed data
- Standardized the design language and formatting on the React Native platform
- Presented updates to our supervisor and to Prof. Chua
- Managed the version control and merge conflicts using GitHub
- Fixed overall bugs and issues on the app to allow team to focus on adding new features
- Connected the pages together and created the page flow for the app
- Added the transitions and animations created by Bob to the app to enhance the UI/UX

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two 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: _____Engineering Knowledge_____

Through this DIP I was able to learn a lot of new frameworks and platforms that are used to develop mobile applications. One such framework was React Native a widely used framework for native mobile app development. Although it uses Javascript which I am quite familiar with, it posed quite a few challenges as it handled objects and ran parallel processes differently that what I am used to. But through reading the documentation, I was able to understand and implement the features required to make our Food Delivery App. I was also able to hone my skills in system design to make a robust system that will ease the issues with group software development.

Point 2: _____Project Management_____

Starting off this project, I had little to no experience in project management. However, through this project, I had learned new skills in project management such as utilizing the SCRUM methodology. This allowed us to be highly efficient in our progress due to constant revisions and team meetings. Furthermore, I learned how to properly disseminate tasks to my team members to maximize the usage of their skills. Then for the project schedule, I learned how to use the GANTT chart to properly plan for features and component deadlines as well as account for delays that might be encountered. All in all, the project has helped me learn new skills in project management.

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