IM3080 Design and Innovation Project (AY20xx/xx Semester x)
Individual Report

Name: Zhu Yu Ting

Group No: 2

Project Title: Kung Food Hippo App

Contributions to the Project (1 page)
1. **Research Planning and UI Design**
    a. App Research
        - Business model (restaurant to customer/platform to customer)
        - Unique features (Features that other apps do not have)
        - UI/UX element (App should be easy to navigate and place order)
    b. Figma Hippo App Initial Design Wireframe
        I helped in designing pages such as login, home, menu, account, cart, payment, suggestion, hippo coins etc.
2. **Core Features & Debugging**
    a. Home page and Suggestion page
    b. Finetune App UI (Home Page) and navigation.
    - Added in new features such as the food categories, floating cart button and changed the colors of the buttons to similar colors of pink to match with the app color theme. (Home Page)
    - Page navigation with passing parameters (Parameter: Name of the button)
        I.   Home page to restaurant listing page
        II. Restaurant listing page to store page.
3. **Promotional Video**
    a. Research on promotional video
    b. Video is created using Canva Pro and phone video cutting software.
    c. Flow of the project is according to how user use our app.
    d. Address user commonly faced food delivery app problem: long delivery time.
    e. Showcase all UI interface design in our app
    d. Introduce all the functions including enhancement feature (bundle delivery)
    f. Find suitable music.
4. **Final Group Report and Presentation**
    -   Help with the report and ppt slides.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to <u>at least</u> <u>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: (i) State the area: **Individual and Teamwork**

Teamwork
This is my first time collaborating with so many people on one big project in creating an app on our own. I was worried at the start on how we are going to work on the project in a group of 9 people. However, my worries were diminished as we have a good leader who would assign everyone with their own tasks to do and made project schedule with Gantt chart for us to follow through. We planned well at the start with what we are supposed to do. I think we have a good teamwork, and everybody is on time for new tasks. We have discussions every Wednesday on discussing the new tasks to do and helping people who have difficulties in their own tasks. We also made suggestions to improve the tasks we have done. Not only that, but I also have a short discussion with the people that I was group with on certain tasks. It was a great experience for our bonding session too.

Individual
I had difficulties in solving the tasks that I need to do, and I will ask for help if I need to or I will just go online and search on the problem that I am facing. Teammates are easily reachable, and they are helpful in answering to my needs.

Point 2: (d) State the area: **Design/ development of solutions**
Before designing the UI interface for the two pages that I am working on, I identify the common features out there in the market and problems that users are facing with the existing food delivery app. For the home page design, the main goal is to be user-friendly, making it easier for them to browse our app. For convenience purpose, I include the food categories for them if they want to eat a certain type of dish. They can even search for restaurants with hot deals, offers and good ratings/reviews. I added a floating cart button so that it would be easy for people to look for their shopping cart. These features allow them to spend less time for browsing.

Point 3: (l) State the area: **Lifelong learning**

This is my first time learning how to create an app using react native instead of using android studio. In addition, through this whole project, I have learned problem analysis of the target audience, design and development of solutions and debugging errors for certain problems. It is a new and

valuable experience for me, and I believe that this precious experience will be helpful for my software engineering internship.