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

Name: LIANG SHI LIN BOB

Group No: Group 2

Project Title: KUNG FOOD HIPPO - food delivery mobile application

Contributions to the Project (1 page)

I was the one who proposed the idea of recreating an application like FoodPanda and select the functions we would like to include in our application because I believed it is an application of sufficient difficulty that would showcase our skill set fully if we were able to create an application of similar standard. I also did the competitive analysis with Yijie to figure out what are the outstanding features of FoodPanda that stands out from its competition and functions available on other food delivery applications that are better than FoodPanda which we can implement into our application.

For this project, I was involved in doing UI/UX research and finalising the initial wireframes for our application. Which means designing the user interface, choosing the color theme and how to implement each functions. I also helped creating the payment function together with the team.

My main contribution was in creating our unique graphic components and animation. From the hippo logo to the hippo icons to the hippo animations, we believed that including this will help us stand out among all of the projects and I had the ability to create them. I used Photoshop and After Effects to illustrate all of the graphic components. After that, I implemented these animations using Animated components of React Native and external API to apply transitions to the animations to make them look smoother.

I was also incharge of visualising the poster and finalising its design.

Reflection on Learning Outcome Attainment

Point 1: Modern tool usage

For many of the tools we used to help create our application, it was my first time using them. We were taught to use android studio to create mobile application but after discuss we agreed that react native has the capability to produce a better product. Besides that, it is also my first time using Figma for UI UX design and Github for project cooperation. This has prepared me for the future in the working environment as these are essential software wildly used within the software engineering industry.

Point 2: Individual and Team Work

For most of my project before this DIP, most of the projects were done individually or within a small group of people. So it is my first time working in a group of 9 people. Despite the fact that I wanted to be involved in all components of our project development, it was best for everyone to take charge of the area that they are best at. This experience also helped me prepare for work as it is important to know your job scope and be able to cooperate with other people in a team much larger than this project.

Point 3: Design and development of Solutions

As much as we loved our initial design and wireframes, we did make some adjustments and additions as we go on with the project. It was because as we were putting our hands on actually creating the application, there were actually areas that were impossible to be visualised though React Native.Therefore we met at a middle point of creating the best version of the application that we were capable of. Throughout the process we also learned from research that specific types of User Interface are actually more appealing to the user and we applied these finding to our project. From DIP I learned that sometimes we could face problems in the process of developing a project and the best way of solve this problem is to find the best alternative possible.