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

Name: Yu Chew Muang

Group No: 2

Project Title: Kung Food Hippo

Contributions to the Project (1 page)

I suggested the initial name of our app "Kung Food Panda", inspired by and a word play on the popular cartoon "Kung Fu Panda" since our app is a re-creation of the food delivery app "Food Panda". We decided to change the animal symbol of our app to create a distinction from the original app and we ultimately chose Hippo as the symbol of our app. Hence, our app is called "Kung Food Hippo".

I am in charge of the UI/UX of the app and the development of the Store and Review page. I was also involved in designing the wireframes of the app and the improvement of the Review feature. Some examples of the UI of the Store and Review pages:

- Displayed the ratings of the store using circular progress chart so that users can visualise the numbers better
- Implemented an indicator in the review page to show users whether if the store's overall rating has improved recently or not.
- Food category tabs to allow user to browse through the menu easily
- Adding selected food item to cart

I also helped with the standardization of the app's overall UI and design, making sure that the styling of the pages is the same for all.

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: <u>Individual and Teamwork</u>

This project has not only nurtured me to work independently, but also fostered collaboration among a group of 9 people. Most of the time, I was working individually on developing the pages as I was able to find resources online to help me in solving the problems I faced. Sometimes, I asked Ricky how to resolve the errors I have or Alex for issues regarding the database. I also discussed with my groupmates on how the pages should look like and how we can improve the review feature. Overall, I feel that our group leader, Ricky, has delegated the tasks well to each of us and everyone is able to contribute meaningfully to the project according to our own strengths. We are able to share our ideas freely and communicate with each other without having conflicts.

Point 2: <u>Modern Tool Usage</u>

In this project, we leveraged on many software applications that are used in current mobile applications development. For example, React Native, GitHub, SQLite and Figma. This allow us to learn skills that are trending in the industry. Since I am interested in being a Software Engineer in the future, I am glad that I can hone my skills and familiarise with the software through this project. As each of us is in charge of developing one page of the app, we made use of GitHub to merge our work together after we completed the coding of our own page. This allowed collaboration in the development of our app and conflicts in the codes can be easily resolved too. Although we are new and unfamiliar with these tools, there are many resources online that we can refer to which helps in us in creating a mobile application from scratch.