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

Name: Tiana Lin Xi Qi

Group No: 2

Project Title: Kung Food Hippo

Contributions to the Project (1 page)

Researched and decide on an application for our group, and did wireframes of the app on Figma. Came up with the innovation feature ideas like the 'hippo coins', 'hippo vouchers', and 'hippo wallet'. Helped to ideate the application name with the others as well and designed the initial logo for the app which was later scrapped.

Developed the Login page, Account page, and helped with some other pages that required help. Did the overall finalizing of UI/UX styling, like changing the text to certain style and font, all the buttons and colors to be standard throughout the app and the overall looks of the app. Also, finetuning any minor mistakes like correcting the 'We won't bring cutlery. Thanks for helping us to reduce waste.' text to appear when the cutlery option is off instead of on. Making the default address fetched from database to appear when the edit address textbox is empty, and when it has other value, the address will be changed to that value.

Helped with the final poster, final group report, slides, also some parts of the promotion video. Once in awhile, updating Google Sheets to track progress, and arranged zoom meetings for group discussion.

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 Team Work
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

Point 1: C (Investigation),
Firstly, we had to investigate on what the current available applications have to offer, and how can we improve on it to make ours stand out and compete with the ones in the market. There are many things we had to investigate even after coming up with an idea on what to do with our applications, as we had to think about how to implement those features, so we had to do further investigations one it.

Point 2: E (Modern Tool Usage)
We decided to the popular applications for our collaboration which is all widely used among engineers. Some of the tools we used are Google Sheets, Google Docs, Google Slides, GitHub, Figma, VSCode, ReactNative, Photoshop, After Effects, Procreate, SQLite, Google API, Canva.
We had explored and tried these tools during our process of creating the application which will be very useful as these tools are commonly used in the industry.

Point 3: I (Individual and Team Work)

The good thing about working on software is that we can meet up online and discuss anytime.

Through this project we all got to work independently by doing the parts we are assigned to and also work in teams to communicate and discuss on what to improve on and how to do certain aprts when we are unsure.

Point 3: L (Lifelong Learning)

I believe there is always more to learn, and this project made me realize that there will always be new things coming up, and nobody can really finish learning anything, especially not software. Before this project, I had never used before GitHub and ReactNative, but thanks to this exposure, I found many useful tools that will help me greatly. These tools exposed me to a new world where I can also explore and create projects of my own, which I can write in my resume.