

Reflection

Car audio duo case

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Duo case	Duo Case 6: Car Audio
GIT Repository	Click HERE
GIT Application	Click HERE

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What went well?

Work division

Generally dividing the work between me and my colleague Sunny Sur was not hard. We decided to be a Duo because we were both experienced in documenting, prototyping, analyzing but we were also not very experienced with back end programming. In our case I was more experienced without the GIT version control system and he is better than me at debugging. We wanted to have common difficulties so we could overcome them easier. We have generally similar views and opinions but still try to stick to the more extravagant design thinking, actually thinking outside the box.

Contingency plan

Having prior experience in group projects, I knew that having a good project plan was crucial and more crucial than that was being able to define possible upcoming and expected problems. While developing a contingency plan I tried to think of every possible problem and in reality we really stuck to it. We were right that we will have difficulty in the coding so we tried to start as early as possible and that was really crucial.

Research

What could have been better?

Back end

I expected to have difficulty in coding but not that much. I had to watch many tutorials and each and every element for me was more or less tutorial based. If I had organized my time better we could have probably been able to add more features to the project and make the entire product more stable.

Research

Our research could have been shorter. We spent too much time. The first two weeks could have been turned into one week of hard work but this was our first demand based course so getting used to the new study environment was quite a task at first.

Testing

Testing could have been done quicker. We both had anxiety at this part of the first project. So communication with test subjects was harder than before. However after a week we were able to open up more and be generally more open to feedback and enthusiastic for testing.

Prototyping

We spent a lot of time because we had different views on the design layout and guidelines. I think that if we stuck to one prototype the final result could have been (not really better but) more detailed.

What did I learn?

Kotlin basics

Kotlin is an entirely new environment for me. The entire project gave me a more in depth look of how an android phone works. It is a difficult language, I admit, but if I had more time to work with it I definitely would. To be honest, the weather app and the music player that were developed this couple of weeks, I will continue using them (and further develop them) in the future. Also importing each element in the code I still find really fascinating.

Android studio

Working with a new IDE was interesting. The built-in emulator really made everything more pleasant. I learned to use android studio and to also solve merge conflicts in it. Different project layouts and such showed me in the beginning that I have to choose the proper template before starting to code.

Layouts and XML

Making the front end in our project using XML and the drag and drop menu really differed from the traditional CSS/HTML that I was used to. I did not like the drag and drop because it was constantly glitching however I quickly got used to it. After a couple of tutorials on how to position elements, the front end part of the project was really easy for me.

Gradle and manifest

I really started hating having to constantly go back to these two files. Specific packages, functions, permissions. But after the whole project was set up we spent some time researching what exactly is Gradle. And after adjusting everything I did not have more problems with it. The manifest I was more used to from PWA and after researching it briefly I quickly got adapted to it.

And what will I do differently next time?

Overall organization was good however as i shared earlier that both me and my partner were going through a rough patch in our lives. I was moving into a new place while having conflicts with my significant other and so did my partner. At the end we managed to hold our grounds and work on the entire project more focused, precise and involved subsequently managing to deliver a proper final result.

Next time I will start earlier with coding, try new different research methods. The thing I did with the idea about getting inspiration from disabled people showed me that extreme thinking outside the box was a great idea. Design thinking really turned out to be extreme regarding outside thinking and ideas and I really liked it.

Propper contingency plan showed me that prior preparation is as important as the whole project. So next time I will spend even more time developing it.

Last but not least, another thing I will do differently is the research and testing. In order to save more time for development I will try to rush the better part of the research and analysis. Also documentation. Starting early will make the entire trip more pleasant. In my current case I was leaving documents for last which from now on I will strictly avoid doing again.

Conclusion

The entire first duo project was really fun. It showed me that I am capable of making an entire project in less than a month and I did not think it was possible. I was really scared in the beginning due to the change of building, being demand based and working with new tutors. However I managed to quickly adapt and within 2 weeks I was back to my old self and productivity. I am looking forward to starting my new assignments,