IM3080 Design and Innovation Project (AY2021/22 Semester 2)
Individual Report

Name: Charm Myae Zaw

Group No: 2

Project Title: Kopimon Game Application

Contributions to the Project (1 page)

- Prototyping ideas/elements of the game.
- Conceptualization of the overall theme and generation of the overarching storylines of the game.
- Contributes actively during group meetings.
- Helps with the organization of files on Google Drive.
- Took charge of the design/art side of the game in general:
    o Planning and conceptualising design elements to ensure cohesiveness by sketching and creating many prototype sprites on different applications.
    o Research about how to make the pixel art interactive/cohesive, and how to improve on it.
    o Worked closely with the coding team to see how the art and technical functions merge, making multiple changes and redoing designs multiple times until the expected effect is achieved (in terms of pixel dimension, PNG size, colours, overall design, etc.).
    o Designing and drawing (and if applicable, animation) of all the animals (bird, otter, baby snake, main Kopimon merlion), main character, some other design elements such as the floor tiles (grass, road, water, indoor floor), HDB blocks, lounge chairs, tables, mini map logos, and so on.
- Completed the main structure and majority of the group report.
- Poster – both content and aesthetics.
- Video direction.

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: Design/development of solutions

Software solutions are most often not limited to the direct, technical answer to a challenge. The design of a solution is more than that – it includes the artistic side of the answer as well. The presentation and design of a software is as important as the technical solutions. Having a correctly coded software without a well-designed, intuitive User Interface (UI) might not help the user solve their challenges at hand if they are unable to navigate the application properly.

For our case of a game, the design elements strongly affect the thematic experience for the player. The design elements play a crucial role in the storyline and can single-handedly change the flow, feel, or message of the game. While a game might work, it might not even be playable if the design elements are poorly done. This project taught me that both elements must be equally emphasized upon and look at how both the technical and artistic aspects of the software work hand in hand, complementing each other in creating a good software.

Point 2: Individual and Teamwork

Co-operation and teamwork are terms often used loosely to describe the crucial key of
This is definitely true – communication between teammates must be clear and every group member must be willing and able to contribute the same amount of time and effort towards the project. All members must be willing to play to one another's strengths and to make up for one another's weaknesses, to work together towards a common goal. It requires collaboration and compromise.

However, this train of thought often overlooks the importance of individual work. It is impossible for everyone to be working together on the project at a single point in time. Each group member should and must take individual responsibility for their parts and take the initiative to do and deliver their best work during their own time. Each member must also be able to speak their mind and contribute their honest opinions even if it might not be aligned with the group's direction at the moment.

A successful group project requires more than just a group of people working together well, it must also allow for the individualism of each group member to shine through.