

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

Individual Report

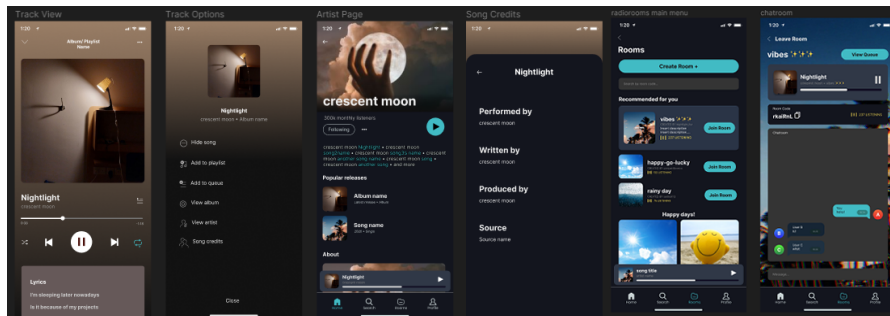
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Group No: G04

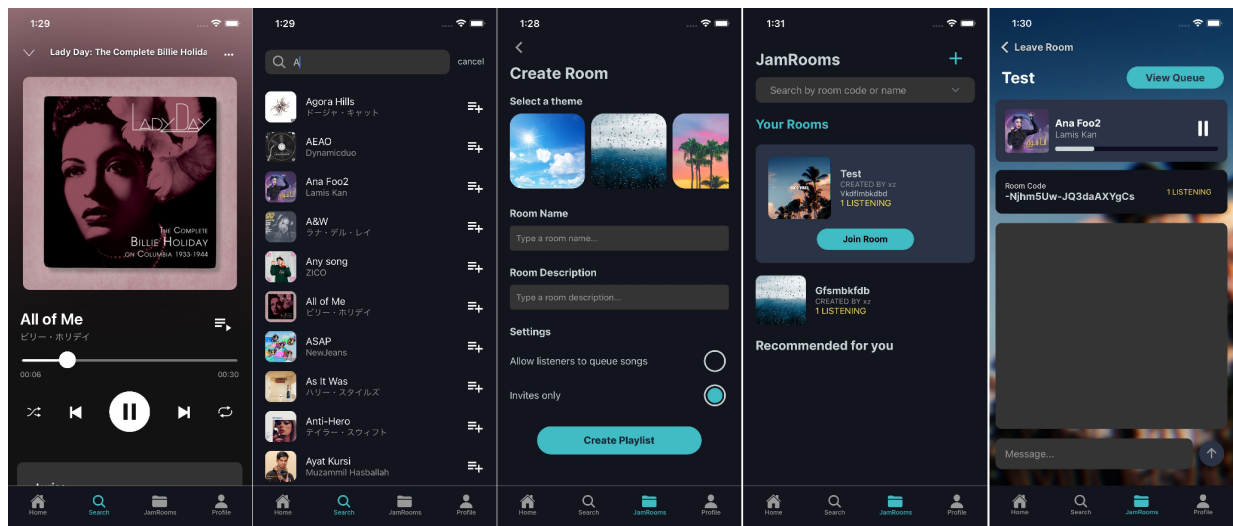
Project Title: JamStream

Contributions to the Project (1 page)

- Designing in Figma with Rui Han, Darren, Isaac
 - Choosing of color scheme, fonts, font size
 - Design for several screens (Track, TrackInfo, Artist, Song Credits; Helped with JamStream main page and Chatroom)



- Track Screen
 - Frontend of "Music Track" Page
 - Take information of tracks (title, image, artist) from Spotify API
 - Tried to do backend of updating queue
 - Frontend of "Track Info" Page
- Search Screen
 - Frontend in Search pages
 - Backend: Connecting search bar to Spotify API to get information
- JamRoom Screen
 - Frontend of Main JamRoom page
 - Frontend of "Create Room" Page
 - Backend of "Create Room" Page (Theme selection)
 - Frontend of "Chatroom" Page



Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two 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: (d) Design/development of Solutions

Imitating popular music streaming apps like Spotify has taught me why certain things are designed in that way to make the user experience more enjoyable and convenient. Placement of components, color scheme, padding, font size, etc., are extremely important factors in making an app look aesthetically pleasing. Learning how established apps like Spotify designs their product allows me to gain a deeper insight into how developers design interfaces, and implement what I have learnt into our additional features.

Tools like Figma help in this designing process, but we also need to ensure that we implement our app with responsiveness so that it is compatible with different devices. For example, we need to account for top padding for IOS devices, while Android devices do not need it. Devices also have different heights and widths, so it is better to use percentages or relative values rather than absolute values for some components.

Making the app look pleasing on the screens I worked on was a nice achievement as I was able to automatically see my work on the device as I write the code. Development was a little challenging as I used software and tools that I have not used before, but it was also very fun to learn something new. This project has deepened my interest for frontend development as well as improved my skillset and way of thinking.

Point 2: (i) Individual and Team Work

I learnt that individual and team work is an important aspect of creating a product. It is impossible to complete this app in a short time without the help of many people, so we need to collaborate and split tasks to each person. Tools like Github helped us to manage our codes and allow us to work on the app together. By splitting the project into small components, we can individually work out the problem and merge our solutions together.

Additionally, Jira helped us in managing our project and keep track of our tasks. In a project work with many people, it is imperative that we have project management tools like Jira so that we do not have overlaps in tasks and also keep our progress in view. I am very appreciative of the work that our leader and other members have done in delegating tasks to everyone and keeping us on track to meet our goals. With their efforts, we were able to create a usable app in a short period of time while juggling tests and assessments from other modules.