We think our project deserves a good grade. It effectively serves its purpose by providing users with a convenient platform to locate and evaluate campus bathrooms. We’ve successfully completed each of the steps of design, evaluation and testing mentioned in class, and successfully refined the final design based on everybody’s feedback. For example, the map page offers comprehensive information on lecture halls and bathrooms, including directions and details like average ratings, inclusivity, and amenities. Users can rate and report bathrooms through dedicated pages, ensuring continuous improvement. We think one of the best features of our app is the map page and the navigation feature. We take pride in the aesthetic appeal and functionality of our map page, which adheres to design principles and incorporates useful features like walking accessibility information, bathroom availability, and best-rated bathroom per building recommendations. The navigation feature also includes information such as the estimated time of arrival, walking availability, and the brief rating information of the selected bathroom, with a minimalistic and intuitive design inspired by Google Maps. This page showcases our dedication to user-centered design and iterative improvement based on feedback. Throughout the development process, we actively sought and incorporated feedback from various stakeholders, including potential users, classmates, and instructors. Our commitment to addressing user needs and refining our app based on feedback demonstrates our dedication to delivering a high-quality product. While there are areas for improvement, such as addressing bugs and refining transitions, we believe our app deserves a high grade due to its effectiveness, user-centered design, and iterative development process.

Our group consists of members with diverse talents, ranging from project management to design and analysis. We effectively leveraged these skills to divide tasks and ensure smooth progress throughout the project. For example, some people contributed a lot in setting and distributing tasks to be assigned, some were really experienced with using Figma, and creative design, and some were good at critical thinking and finding bugs and preventing potential errors. Communication was a cornerstone of our teamwork, with clear and respectful communication channels established through text messaging and in class brainstorming. We maintained a collaborative atmosphere where everyone felt heard and valued, contributing to a positive team dynamic. Our approach to dividing work based on individual strengths and preferences ensured that tasks were completed efficiently and effectively. During class time, we primarily focused on discussion and planning, utilizing outside time for task execution. This approach allowed us to make significant progress while also utilizing class time effectively for brainstorming and coordination. Overall, our group demonstrated strong teamwork, effective communication, and a commitment to delivering a high-quality product. This experience has been both rewarding and educational, providing valuable insights into project management and collaboration.