IM3080 Design and Innovation Project (AY2021/22 Semester 1) Individual Report

Name: Lim Li Swen

Group No: 4

Project Title: Busmeet

Contributions to the Project

1. Figma Mock-up

In the early stages of the project, my main contribution goes largely to the creation of our Figma mock-up to be shown in the second presentation. I was responsible for the report and weather section. To achieve the desired effect my group wanted for the application, I studied references from 4 separate applications and made the first draft for the weather and report section of the mock-up. The final draft is the outcome after 3-4 discussion and improvement meetings.

I have attached the final look for the report and weather section that was not included as a part of the final project. Even though the idea was dropped in the end as the team decided that we should shift our focus to other functions of greater importance, I feel that this function can still be implemented as an additional feature and improvement to our application when time permits.
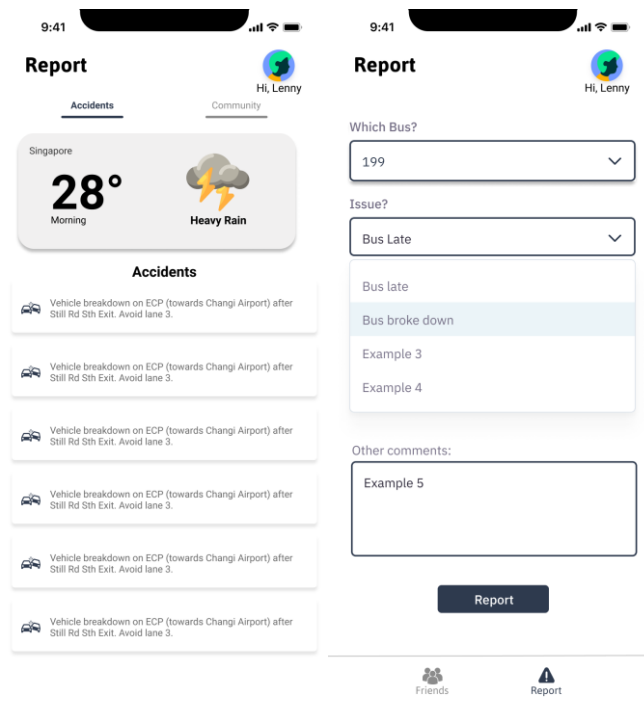
2. Bus Information

For the bus information, as our groups initial application is based off "SgBusleh", we needed to include the bus information such as arrival timings. To achieve this function, I researched on readily available information and found the LTA's DataMall.

With the information source secured, I proceeded to do my research on past projects on how to integrate the API and put into use in react native projects. Even though it was a challenge, I finally managed to create a small project with it working. I then proceeded to extract all essential parts of the project and sent them to Melville to integrate in the project.

3. Chat Function

For the chat function, I collaborated with Jin Zhao and Melville to work on the function together. In the initial stage, Jin Zhao and I wanted to create the chat function from scratch. However, due to skills limitation, we decided to source for an alternative solution. Then, we found "cometchat" (https://github.com/cometchat-pro), which we explored for around 2 weeks. We came to a realisation that it would clash with existing functions in the app which was why we shifted on to "getStream" chat (https://github.com/orgs/GetStream/repositories). However the same problems occurred. We clarified with the professor and realized that a non-real time chat function can be negligible and settled with a dummy chat function as our final portion in the final application.

4. Video

For the Video, I was tasked to create the final video needed for the submission via digital means. I researched for many digital platforms and concluded that "PowToon" was ideal for our group's idea of the digitally curated video. I proceeded to draft up the different sections needed for the video. From our group meetings, I have gathered the idea that our video is nearer to the marketing side and at the same time must promote the app that we had innovated. Hence, I chose to do a point of view video from the perspective of a student titled "Meet Jane". Using the point of view of our target audience helps to better sell the app based on the targeted problems.

Reflection on Learning Outcome Attainment

Point 1: Problem Analysis

I can personally relate to problem analysis a lot throughout the whole project. Many instructions were vague and general, leaving us with no direction. Thus, we had to brainstorm how we wanted our finalized idea to be and the directions on what we could do to achieve it.

From this project, I was able to discover the importance of problem analysis. Without problem analysis, we would have not been able to even kick start the project. I was able to relate to it the most when I was working on the Figma prototype and the video. Both parts required major brainstorming as even though I was working with a large group of people, I had no idea what my team wanted from the descriptions. I had to consecutively hold small meetings to finalize details from different questions.

Point 2: Communication

I relate to the importance of communication drastically in the whole project, a few major points to remember would be:

1. Clarifying with the professors to understand what exactly was required of the project and realizing that we only need to focus on one main feature.
2. Communicating with my team to understand what they envisioned for our prototype and video.
3. Communicating with Melville and Jin Zhao to debug our codes and work our way through the different coding challenges we encountered in implementing the chat function.

Without communication in any of the above situation, a misunderstanding or extra work would have been done and efforts would have been gone into waste.