

IM3080 Design and Innovation Project (AY2021/xx Semester 1)

Individual Report

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Group No: 4

Project Title: BUSMEET

Contributions to the Project (1-2 page)

- **Startup**
 - Install software and setting up coding environment before team members work on it. Spending time on researching possible solutions for errors that team might encounter when they start the installation.
 - In this way if they faced any problem, instead of spending endless time finding solution online, they can ask me, and I can give them a quick solution.

- **Figma**
 - One of the initial ideas was to include features like weather and traffic conditions into our main app.
 - Working with Li Swen, I have created Figma design on weather status that allow users to check hourly weather condition of the next day.
 - This feature was not implemented in the finalized version as to prioritized other important features.

- **Schedule for weekly meeting**
 - Taking initiative to schedule meetings for the team to discuss on project and power point slides.
 - Prepare presentation slides for alternative week meeting with professors.
 - Having first time experience to work in large group of 11 people, communication is an issue at the start. I must find the timing that everyone is available for the discussion.
 - Since the team is formed randomly, some of members might be shy/awkward to speak up during the meeting. So, I will make sure everyone knows what is happening before and after meeting by checking on them.

- **Walkthrough screen**
 - Working with Sebastian to create walkthrough screen for our app.
 - Video as walkthrough will be a good form of presentation, therefore I used the videos that was made and try integrating it on our main app.
 - After numerous tries, we switch to a static walkthrough screen as it is easier to integrate.
- **Chat function**
 - Working with Li Swen and Melville to create chat function for users to communicate in app.
 - Initial design discuss with Li Swen was using React Native friendly tools. So cometchat is chosen as it is one of the React Native UI Kit, followed by getStream chat.
 - Following tutorials and guides to build up the chat function and find it hard to integrate in the main app.
 - Eventually it was mentioned that chat function is not as important as other features, thus integrate a dummy chat in the main app.
- **Static main app**
 - Converting the Figma design into Visual Studio codes.
 - Start by converting the screens showed in Figma into codes and do trial run on emulators. This is to ensure that our design is feasible to work on.
 - Working with various team member to form up the skeleton of main app. During this process, there is no backend services as it was purely from the Figma design that we have discuss.
- **Testing/Troubleshooting**
 - Test the compatibility of our app using Android Studio emulator/Android phone while Melville runs the app from his iPhone.
 - Issues were found where there are problems with the app running on different platform.
 - Finding solutions for the current problems while Melville can continue to work on his backend services to main app.
- **Group report**
 - Working with Sebastian to finalize our group report.
 - Organize the flow of the report and adding relevant screenshots to it.
 - Ensure all content is inside the report.

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: Individual and Teamwork

Individual:

Working independently on task given by team leader and meet the deadline given. Taking initiative to ask the team for meeting if the date of presentation is near. By spending time to watch tutorials videos on my own, I can solve majority of the problems working with the app.

Teamwork:

Since this project is among 11 people, there are times where members are lost and not knowing what is going on. Working with team leader, we can clarify our doubts through meetings. With different opinions that we have in the team, we are able to debate on the good and bad side of doing certain actions, thus improve overall efficiency of project.

Point 2: Problem Analysis

It was kind of lost at the start when we are briefed about what are we going to work on. The requirement was to create an improvement version of an app and it must be cross platform. By analyzing the current situation, the team have decided to break the problem into small parts. Prioritized some important factors like choosing the coding platform and theme of the app.

Having priority set, we started to tackle the small problems and came up with prototypes for trial run. Through this project, I have learnt that when we encounter any vague or general problem, breaking it into small parts will help to understand the situation and eventually find solution to the problem.

Point 3: Lifelong Learning

This is my first-time experience using Figma, Miro and React-Native. These are not taught in any schools. Having these exposures enhanced my learning experience and I have benefit much from it.

Been able to use Figma is a boost in designing applications. First, Figma allows me to work with my team members simultaneously which speed up the time to meet the deadline. Next, rather than coding from scratch and encounter unknown errors, I used Figma to create prototype of the app and transfer it into codes at the later stage of development.

Miro provides templates and tools to create dedicated board for my project. After the problem analysis, I learnt to use Miro to have better view of the prioritized tasks. This keeps the workflow smooth as the team know which task to spend more time.

React-Native is a new UI framework software for me. Having experience on using Android Studio to create Android applications with Java, React-Native allows me to create cross platform applications using JavaScript. Learning a new language and framework structure strengthen my ability to work on different software.