IM3080 Design and Innovation Project (AY2020/21 Semester 2)
Individual Report

Name: ___Goh Hongyi, Sebastian_____

Group No: ___Group 4_____

Project Title: ___BUSMEET_____

Contributions to the Project (1-2 page)

1. **Mockup of UI design of the app**
    a. **Figma**
        i. Together with the UI team, I came up with multiple designs for the app using references from the existing bus app "BusLeh" and live location sharing app "Glympse". As shown in the Figma link, we created many screens for each feature. E.g., Checking location of friend's screen, walkthrough tutorial and selecting destination and ETA for the group. As Figma was a simple program, it took me only 1 day to learn. At the end of the Figma designing phase, I felt that this program is useful, and I will definitely be using it in the future.
    b. **Home screen/Profile/Walkthrough/Bus Time**
        i. The above-mentioned screens are those that I helped with creating the flow of the app. Linking from screens to screens when buttons are clicked, or an action taken by the user. It was after the creation of the screen, I decided that it will be easier to visualize the flow of the app with arrows acting as the directive.

2. **App logo**
    a. **Adobe Photoshop**
        i. I can proudly say that the logo is done by me using Photoshop. Using references from online, I came up with this design. The app logo included a cut out of a bus which was line shaped in photoshop and then I integrated the name of the app into it.
        ii. This part of the project was an ease as I have great experience with photoshop and am happy to able to apply this skill for this project

3. **Splash Screen animation**
   a. **Adobe XD**
      i. The splash screen animation video and a json file was created by me in Adobe XD. This part of the project took me awhile as a large amount of time was spent rendering the animation even though designing it was easy.
      ii. With the animation done, it was time for integration into the base app. Jin Zhao and I took a few weeks to integrate it into the app but to no avail, as we finally found out that the bootstrap version of react native, "Expo", does not allow the use of animated splash screen. It was disappointing as I have already created the animation and was unable to integrate due to technical limitations.
      iii. Even though we encounter this hiccup, I have learnt from this experience which would benefit me in the future if I ever use React native's "Expo".

4. **Walkthrough/ Intro to the app**
   a. **Walkthrough**
      i. Initial planned design in Figma was to have an avatar guide the user around the app on first startup. Jin Zhao and I watched many YouTube tutorials on how we can implement this feature. However, due to time constraint, we could not afford any more time spent on learning how to implement step by step.
      ii. With that failed attempt, we decided on a simpler and sleek slide show walkthrough that you see in most apps these days. It is a short, 3 screen slideshow that welcomes the user and explain briefly what features and functions the app has that can solve their daily commuting problems.

5. **Miscellaneous tasks**
   a. **PowerPoint slides**
      i. Helping with content and design of the slides and organizing the flow of presentation. Adding important screenshots and producing videos to be showcased.
   b. **Group report**
      i. Adding in content and screenshots for most of the UI and features mentioned above that I have done for the app.
      ii. Finalizing the report, formatting, and organizing the flow

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 Teamwork
    (j) Communication
    (k) Project Management and Finance
    (l) Lifelong Learning

Point 1: Individual and Teamwork/ Communication

As an individual, it was a new experience for me, working in a team of 11 students who does not know each other, let alone their experience that they can contribute to this project. At the start of the project, we were all very lost and did not know what do. This was until the first meeting with our supervisors then things started to slowly pick up. From that point on, we started working on the project in mini groups but there were still people unsure of the objective and task. Therefore, we decided that we must have a meeting at least once a week to update one another, delegate task and contribute potential ideas to one another.

A few of us including me got the ball rolling by creating a discord group as our main form of communication, followed by a shared google drive and a GitHub to store the codes. As an individual myself and a few others like Melville, Jin Zhao, and Li Swen we get to work by creating and designing the app using Figma. Although things seem to be moving, I felt that not everyone in the group was contributing at that time as everyone including me were still trying to settle down into the semester, keeping up with other modules as well. This was an issue in the beginning and still is till now as quizzes and exams occupy most of our time. No one was to be blamed as everyone just had different priorities and I have learnt that this issue is the same as the outside world. Not everyone has the same priority, or same amount of commitment put into the project.

I felt that communication and planning was an issue too. As I have mention not everyone has the same priority, it is very hard to find a suitable time of a day to have 11 students with different timetable schedule to meet. In order to counter this, we split off into different teams to discuss on a smaller group setting and having a representative to update and report back to our leader. It was effective to counter this communication issue but also inefficient as having many smaller meetings can take up more time resulting in time constraints.

Point 2: Lifelong Learning

With the project coming to an end, I have really learnt a lot from this project experience. Aside from skillsets like using software or coding, communication and preplanning is the two most important factors for a team to work well with one another. 11 people on a team is really a challenge plus we all have our own commitments and other priorities than this one project.

The ability to lead the team as well as delegating tasks at the beginning is also one of the main factors that will help get things going. Making sure that everyone is on the same page and well updated every week or every new update on the project was also of paramount importance. Therefore, the decision that we made to split into mini groups rather than subgroup was a better option. Mini groups of 3-4 is the best group setting with each having different skillset as compared to a bigger subgroup of 6-7 people with the same skillset due to difficulties such as contradicting each other.

Other than the leader, team members should also be proactive and step up to take charge. Everyone has a role to play. This was a starting issue for us, and we had overcome it after the midterms where everyone has settled down from other priorities such as exams. With all that has been mentioned, I believe these are important life lessons to take to our future workplace where there will be similar group settings and environment that will pose even more difficult challenges to tackle.