Hello Everyone,

# I'M MUCHIB SCIENCE

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## MY SCOUT APP

UI/UX DESIGN

My Scout App is an application that has the aim that scouting activities can be carried out online along with offline activities, in which there are gamification features that will add to the attractiveness of its users.

Class assigments given individually, there i made myself from the beginning of the concept, data collection, interview, define, ideate, userflow, wireframe, and system design.

User convenience in using an application is very much needed, with the collection of data we well find out how user needs and also what needs to be considered to support the convenience of its user
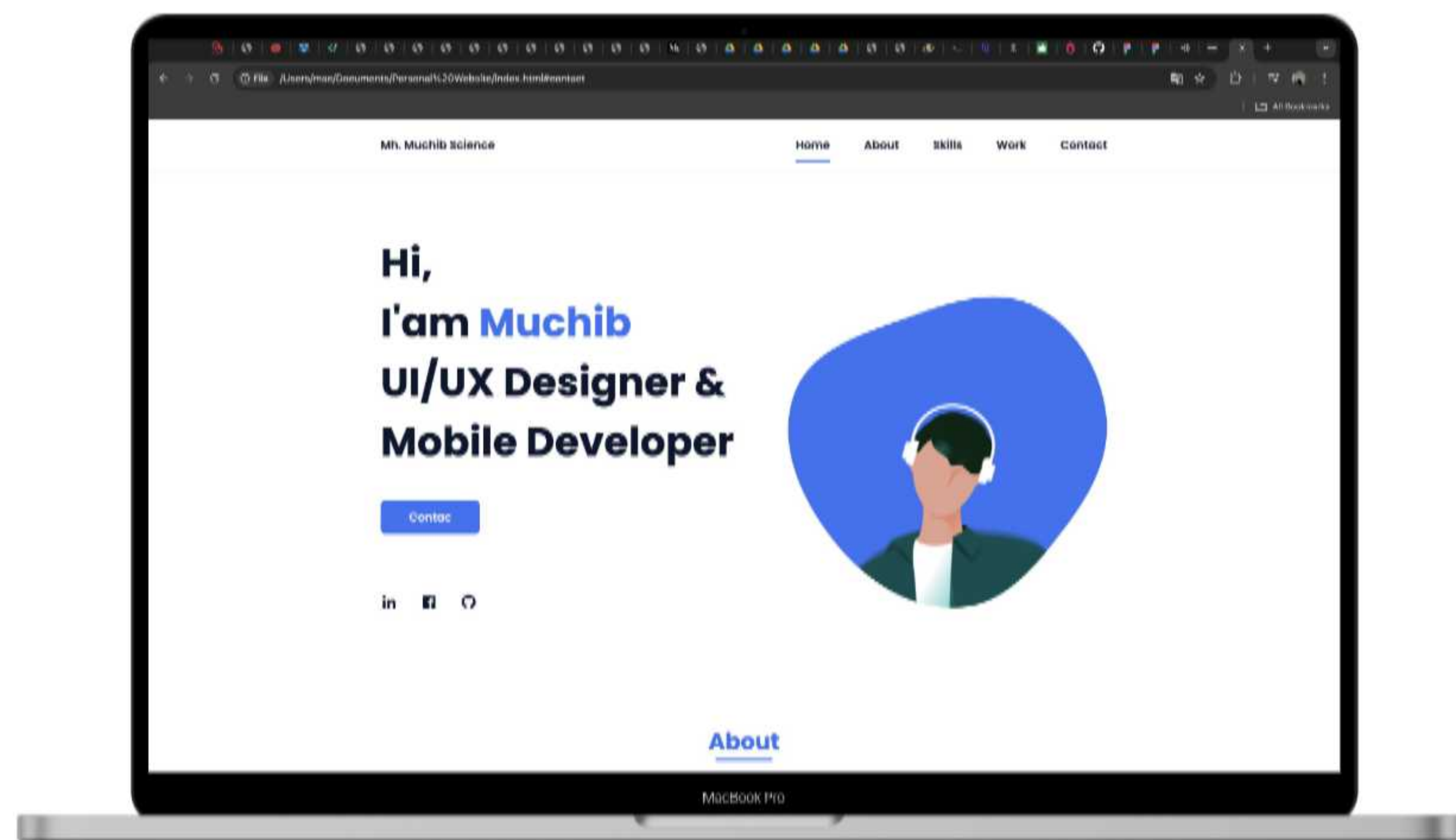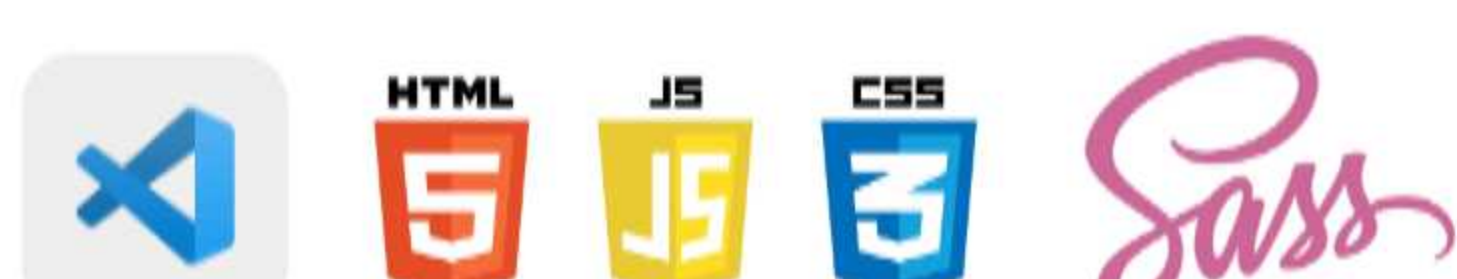
## PERSONAL WEBSITE

SIMPLE WEBSITE

A simple website project that contains personal data and you can contact via several available platforms.

Moving to implements what i have tried to learn about websites, to improve the accessibility of my personal branding.

I will continue to improve my skills and deepen in order to combine function and aesthetics.
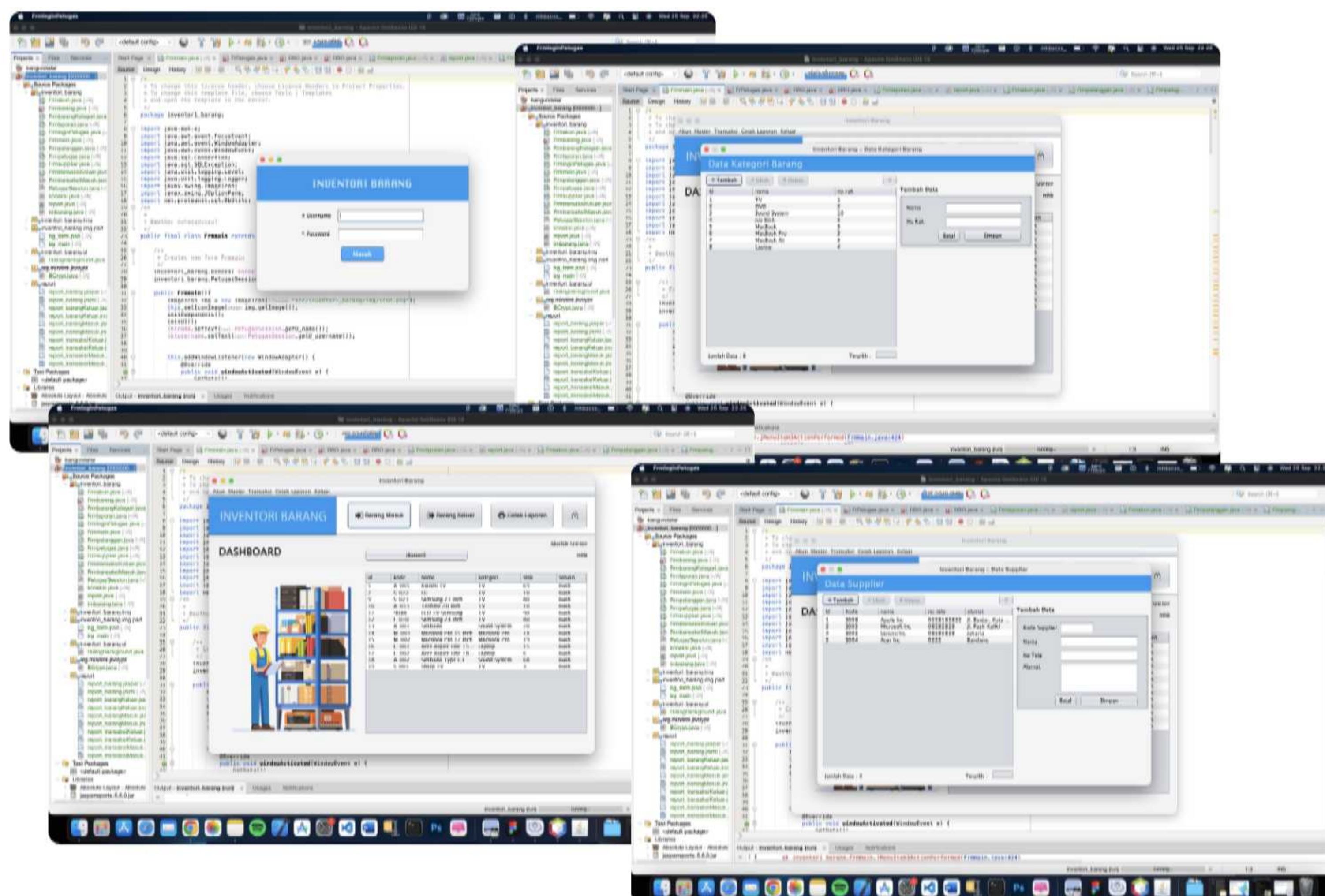
## INVENTORI BARANG

SIMPLE CRUD DATABASE

Database - based desktop application that is used too makse it easier for a company to record incoming goods, outgoing goods, available goods, and many more.

As a campus assignment, we made it in groups of 2 people, i have a role in designing the appearance that is seen from the beginning to the end of the applications, then helping to re - examine the main function of this application, namely create, read, update, and delete.
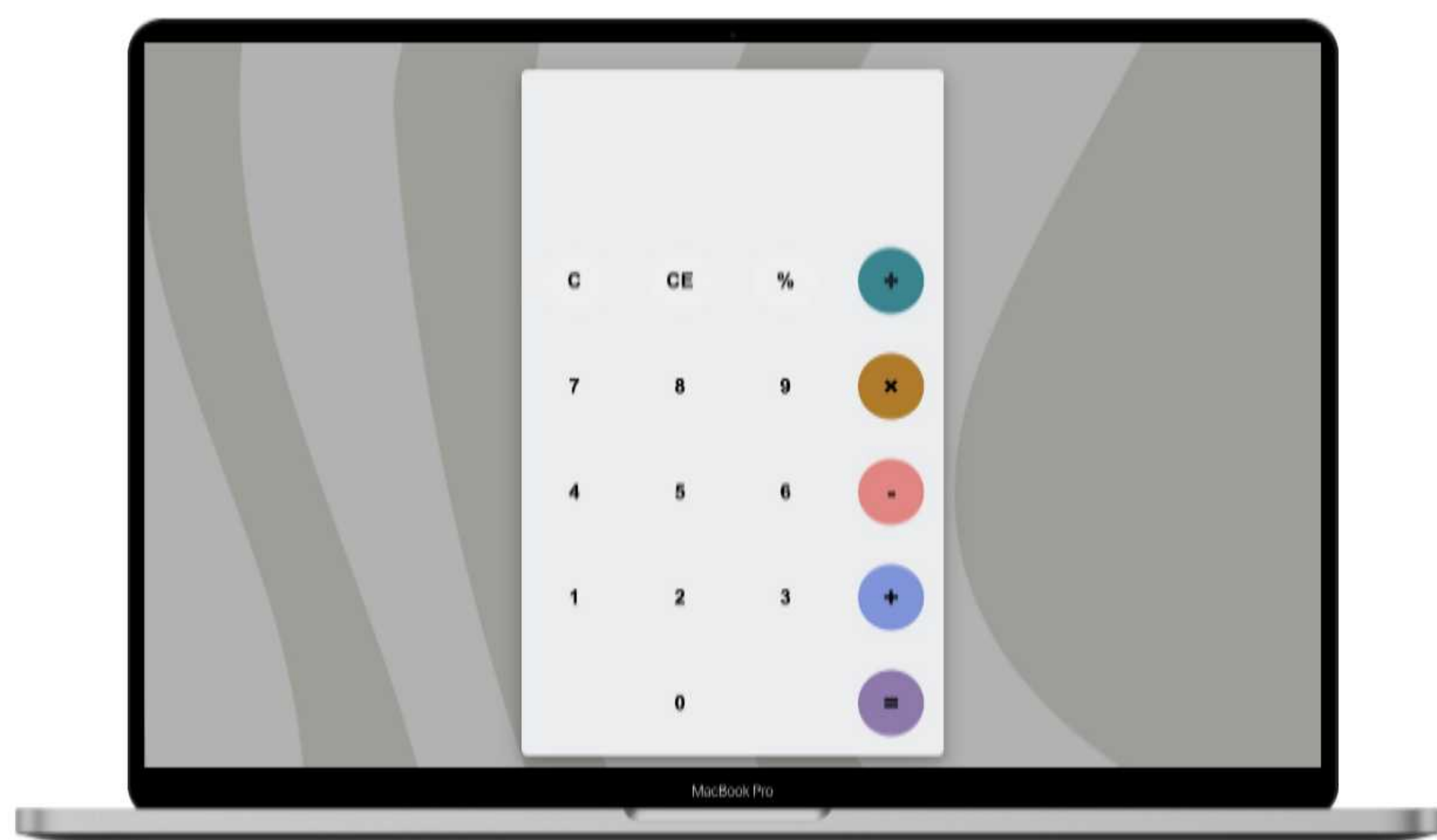
Understand how the function of an application that integrates with a database must ensure that it is always update between the data on the display and in the database itself.

## CALCULATOR

BASIC FUNCTIONS OF THE CALCULATOR

This calculator app is designed to provide users with the convenience of performing basic mathematical calculations, such as addition, subtraction, multiplication and division. With an intuitive and simple user interface, this app allows users to enter numbers and operations quickly.

## THE PARADOX

GAME DESIGN AND DEVELOPMENT

A side scrolling game with the main objective of collecting coins and walking until the end of the game to the portal by running the character up, down, right and left according to the map conditions and obstacles available.

The assignment given for the final project of the course with a group format of 3 members, my task here is to create the main concept of the game and collect all the assets needed in making this game including characters, backgrounds, themes etc. Before making a project, you must think about the concept as well as possible.

Before making a project, you definitely need to think about the best possible concept that fits the criteria given, in working on this project, we do a division of tasks so that everything goes smoothly and hand in hand, communication is very important in the process of working so that there are no misunderstandings, I learned a lot from making this game, from how a character is run using actionscript with the python language and how the scene is related to one another so that the game we make is interactive so that users can later play a more active role by using the keyboard or mouse to control the character and so on.