

IM3080 Design and Innovation Project (AY20xx/xx Semester x)

Individual Report

Name: Ng Wei Xuan Dan

Group No: 2

Project Title: PetHome (Application)

Contributions to the Project (1 page)

I was responsible for programming and designing some front-end pages of our app based on the concept design from Figma.

Utilizing Android Studio, Java and HTML programming, I created user-friendly interfaces. The focus was to ensure an intuitive user experience while maintaining aesthetic appeal. I had taken reference from existing applications in order to emulate the feel and function of more successful predecessors.

Some of the pages developed include: Sign-In page, Registration Page, Profile Editing Page. My role also extended to developing the page logics, including transitions within the app. I implemented navigation logic using Android Studio and Java programming. This ensured a fluid user journey from the start up of the page to registration, profile-editing, and others. This helped to maintain the app's usability, providing a smooth transition experience for users.

I produced and edited the promotional video for the app in our project.

I created an engaging and informative video that highlights the key features of our app. The video includes demonstrations of the app's functionality, user testimonial, and call to action.

The video serves as a crucial marketing tool alongside the poster for our app product, aiming to increase potential user downloads and engagement once released.

My contributions to the project will enhance user experience of our app, and effectively promoting it to our target audience.

To continue enhancing user interactions in the future, we can utilize feedback given by users and regularly update promotional video to reflect potential new features and updates in the app.

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: Knowledge Application, Innovation, and Efficiency State the area (d) Design/development of solutions

The primary challenge was to design the app in way that is both intuitive and functional, in regards to the user interface. This required not only technical knowledge available at our disposal, but also new knowledge that we will have to learn, understand, and implement into our new product. Our group managed to come forth with designs that are both aesthetically pleasing and functionally robust. I managed to realize these visions in the app itself from creating and programming the front-end pages. This involved brainstorming through multiple design prototypes, each refined based on feedback and testing of the app. Many errors and troubles were encountered in the midst of the process. It was a long and arduous process to come up with the final product we were all satisfied with.

By integrating new programming techniques with my current knowledge, I ensured the app's functionality is not only effective but also efficient, optimizing the app and ensuring a seamless experience for the user.

Point 2: Technology Adaptation, Integration, and Video Production State the area (e) Modern Tool Usage

I employed various modern tools and technologies like Android Studio that I was familiar with. I also managed to learn and utilize new programs like GitHub, Jira, Adobe Audition, Premiere Pro, and many others. The use of these tools was pivotal in the development of the app as well as the promotional video for the app.

For the promotional video, Adobe Premiere Pro and Audition were used. The video showcased our app's feature effectively. I also had to learn and adapt to the new tools, enhancing the video production process.

Throughout the project, I engaged in continuous learning, consistently updating my skillset to what is relevant for my current task. Lifelong learning is a key aspect of modern engineering.
