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

**Individual Report**

Name: \_\_\_\_\_\_ Ng Jun Kai Shawn \_\_\_\_\_\_\_\_

Group No: \_\_\_\_\_\_\_\_\_\_\_5\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Title: \_\_\_\_\_\_\_my Health\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Contributions to the Project** (1-2 page)

In the initial phase of the project, I was put under the sub-team responsible for redesigning the 1.0 app. I helped to brainstorm new design ideas and the building of the wireframe for the initial app prototype using Figma. As our team move towards the building phase, I helped to compare and test the feasibility of using OutSystems and Android Studio as our application building platform of choice. I did that by trying to replicate our finalized homepage design on both platforms to see which is easier to use.

Subsequently, as our team transitioned to building the app on React Native, I was put under the function sub-team that will be taking charge of realizing our function ideas. I helped to implement the chat function that was part of the e-consultation feature using the Vonage communication API. After implementation, I also modified it to better resemble the chat function of modern messaging apps in terms of visual wise.

I have also helped to research and test out different possible games and ultimately decided on using the 2048 puzzle game for the app's waiting room. I am the one responsible for implementing the 2048 game as well as redesigning it such that it is health-related to better fit the theme of our app.

In terms of navigation wise, I have contributed to the restructuring of the app navigation as well as implemented both the drawer and bottom tab navigation components.

I have also taken part in a couple of group presentations, helping the team explain and showcase our app to the audience.

Finally, I have also taken a part in contributing to the final group 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:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: \_\_\_\_\_\_Modern Tool Usage\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

During the project, I have learned how to use GitHub for collaboration. Previously, all the programming projects I did was all solo work, so I did not have to worry much about having to share codes. With this 10-man coding project, learning how to use GitHub for collaboration and version control is very crucial. At the start, I felt very intimidated and quite uncomfortable having to work with Git and GitHub using their complicated-looking commands. However, during the project, I quickly adapted to the workflow and now I feel quite comfortable and more confident in using GitHub. I have learnt about the usefulness of GitHub and will continue to use it for my future projects, and I am sure that this experience will be helpful to me in my future career.

During the project, I have also gained some experience in implementing API to achieve certain functionality. At first, I was quite unsure about what an API even was. I have always heard of the word API being thrown around in videos and articles but never really understood what it really was. It was until this project that I learn what an API was and how it can help make a developer’s job much easier. Having successfully used the Vonage API to implement the chat function for our app, I now have a better understanding of the concept of API and also gained some experience using it. Although not all APIs are implemented the same way, this experience gives me the confidence that I will be able to do the same if I ever need to in the future.

Point 2: \_\_\_\_\_\_Individual and Teamwork\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

After having experience working with a relatively large group, I learnt that I prefer working alone or in a smaller group size. For a large group, it is much more difficult to agree upon a trajectory that we want the app to go towards. Having many team members might be good in the sense that each person will have less work to do but that also means that there will be more clashing of opinions. As too many cooks spoil the broth, I learnt that I would still prefer to be in a smaller group than in a large group despite the increasing workload. From this project, I have also learnt about the importance of having people with different talents in your group. I know that I am not artistically inclined so having someone that is, makes the development much easier. Due to that, I was able to focus more on learning and gaining experience using JavaScript and React Native framework.

After undergoing this 10-man project, I have also gained more experience working and communicating with a large group. At the start, I was quite unsure of how to voice my opinion out to the group. This might be due to me being an extremely introverted person. Often when trying to explain something to the group, I would stumble over my words and make whatever I said sound less clear and convincing. Subsequently, as more group meetings are held and work is split into smaller groups, I slowly grow more comfortable in expressing myself. After the project, I feel more confident that if I was to ever be put into the same scenario again, I would be able to communicate more clearly and effectively than what I did at the start of this project.