Project Background

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Interest in the topic

Our mobile application call Litab which is a combination of Tally book and Reminder. What I am most interested in this topic is how to control my own money and plans for future spending reasonably. In addition, I am interested in UI design throughout the project, because a good interface design will better attract users and increase user loyalty.

Relevant skills

For this project, related skills include programming, design and debugging skills.

Role description

My role is to use my good text editing skills to help the team complete the reporting task while also taking on some programming tasks.

Challenges and Learning

In this project, the hardest part is the programming part, which is the core section of the whole project. Before start working on a project, I think that prototyping and UI design will be the simple part. However, I have encountered several challenges in this part which are Language setting and Identify SMS function. In conclusion, coding work is the biggest challenge for me.

Due to the interest of the interface design, I am looking forward to encountering some design problems. Besides, If I can solve this problem perfectly, my confidence will be significantly improved. In addition, I have searched plenty of resources to help me. A successful project is an excellent example for developers. An application that can successfully test the consumer's test in the market for a long time can help us to

avoid weaknesses. Thus, I did some research on this aspect of the software, such as Spendee which is a gorgeous, user-friendly app that people love and it is the simplest way to control your finances. Finally, this challenge has been overcome and gain some helpful experience and skills. For example, the Validation Testing function, which is let a user set a target in money box with preferred purchase date and users can choose the "Estimate"; the app will calculate the time by the expense history that users will know how many days they need to wait.

My tasks and plans have not changed. Because the team members are responsible and complete their tasks on time, hence, everyone's plan is not disturbed, and the task is going smoothly under cooperation.

I concentrated on writing report and doing some programming code through this program. To start with, my timetable is realistic, and it is split into five parts which are learning, research, design, coding and test. Time allocation is determined by difficulty. Therefore, the coding part needs more time to complete. For instance, according to the MF1, This feature is the display on our home screen which it is not difficult. However, I focus on writing the report. Therefore, I will spend a little time on the learning section and research section.

Based on this project, we need to use proto.io to develop the prototype, which is a dedicated mobile phone prototyping platform that can build and deploy prototypes of fully interactive mobile applications and simulate similar finished products. However, because of the use time is only 15 days. Thus we use the backup software Invision to complete the work. We use proto.io to make the function and use screenshots to make the flowchart on Invision. Fortunately, the process of the project is going smoothly and there no unanticipated events affecting the progress.

Project Progresses

Form the group work; everyone can do their job very well with high quality. Moreover, we are able to communicate better the work that everyone will do to make it easier to complete the task. Each member has a clear idea and can accept the opinions of others. In addition, there is one thing needs to be improved is that everyone should complete some work as soon as possible and then discuss it because everyone's tasks are very connected. Otherwise, it will affect the consistency of the overall report. We use some tools like Google Docs and Github to help us accomplish our tasks. Because we are a group with six members, it is effortless to have a situation where opinions are not uniform. However, each member of our team was willing to listen to others' opinions, everyone can respect the opinions of others, and we were particularly successful in discussing issues. It can help us to finish the assignment efficiently. Therefore, Listening and respecting the opinions of others is essential for the teamwork.

Based on my experience in this project, the most important aspect of organizing such a project is that each member of the team is willing to listen to others' opinions, and everyone can respect the opinions of others so that they can succeed when discussing issues. It helps us to accomplish tasks efficiently. Therefore, listening to and respecting the opinions of others is very important for the group.

I want to give some advice to the group that wants to start a similar project. To begin with, better able to communicate the work that everyone will do, which makes it easier to complete the task, because everyone clearly understands how to do this and allows us to have the same amount of work. Besides, the group member should improve their organisation and do some work ahead of time, rather than being in a hurry before the final deadline. Furthermore, the group should use a project to keep track of progress and see what other members have completed and which parts require more attention, which helps track team progress, such as Github and Google Doc. In addition, weekly Meeting also helps communicate the overall progress of the mission.