Portfolio

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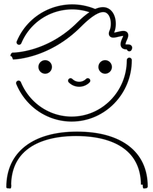
1. Introduction

The main reason for pedestrians crossing the road illegally is that pedestrians feel that waiting time exceeds their threshold, and the long waiting time far exceeds the psychological capacity of pedestrians.

In order to solve this problem and encourage pedestrians to wait for the red light, initially, we proposed three concepts to improve the pedestrian experience in the waiting area. After continuous exploration and testing, we summarized and designed the "Press to boom!" game. Attracting the attention of pedestrians and reducing the likelihood that they will cross the road illegally.

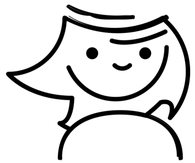
Our target market is the pedestrians crossing the road at night time. This is an interactive game installed in the waiting area. When a pedestrian waits for a traffic light, the pedestrian could press the button on the ground. By pressing the button it will pump up the balloon on the screen, the image on the ground will change. This game could save time and reduces the chance of pedestrians jaywalking.

2. Team Structure



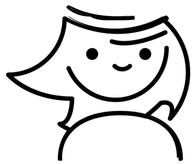
BAI

Designer and programmer, focuses on creativity; the possibilities, alternatives, and new ideas.



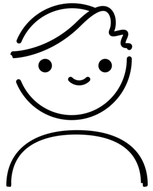
CINDY

Designer and programmer, focuses on creativity; the possibilities, alternatives, and new ideas



SHIRLEY

Ideation and programmer, focuses on creativity; the possibilities, alternatives, and new ideas.



YAN

Leader and programmer, manage the think process.

Icons:https://www.flaticon.com/

Throughout the semester, our team completed most of the work together and conducted multiple meetings. I personally took charge of the production of illustrator, writing report content, and organise, landscaping the visual report.

In the final assessment, our team completed the writing of the code and the layout of the exhibition scene together. I was mainly responsible for shooting and editing our final promotional video, and worked with the team members to create the two prototypes.

During this semester, our team mainly followed the tasks set by the timeline and group chart, we completed it on time. In many meetings, our team members made comments and revisions to each other, which better improved our assessment.

2. Team Structure

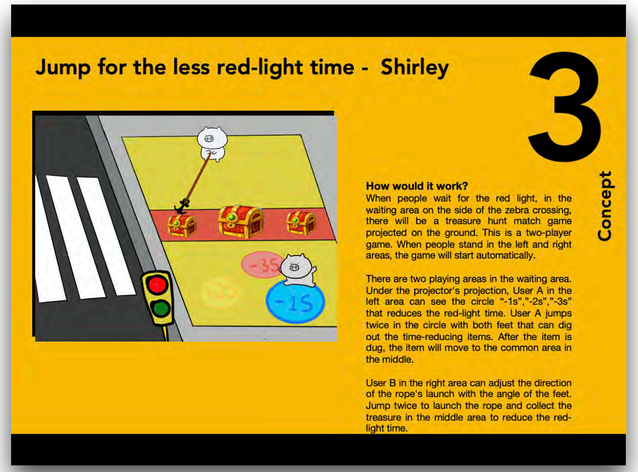
	Week 8	Week9	Week 10	Week 11	Week 12	Week13
	Make plan	Make animation	Buy equipments and write assignment3	Equipment arrived, write code and assignment3	Test the finial product and write the assignment3	Finish the final product and assignment3
 BAI	group meeting, learning code	Making an animation of the Mt. Fuji section	refine equipments what we need to buy and compare the price online, write assignment3	write code and assignment3	group meeting, test the finial group together and write the assignment3	Finish the final product and assignment3
 CINDY	group meeting, learning code	Making an animation of the starry sky	Buy equipments and write assignment3	write code and assignment3	group meeting, test the finial group together and write the assignment3	Finish the final product and assignment3
 SHIRLEY	group meeting, learning code	Making an animation of the ocean	research how to use these equipments and write assignment3	write code and assignment3	group meeting, test the finial group together and write the assignment3	Finish the final product and assignment3
 YAN	group meeting, learning code	Summarize all the animations, then modify and edit the final animation	learn how to connect the projector with sensor and write assignment3	write code and assignment3	group meeting, test the finial group together and write the assignment3	Finish the final product and assignment3

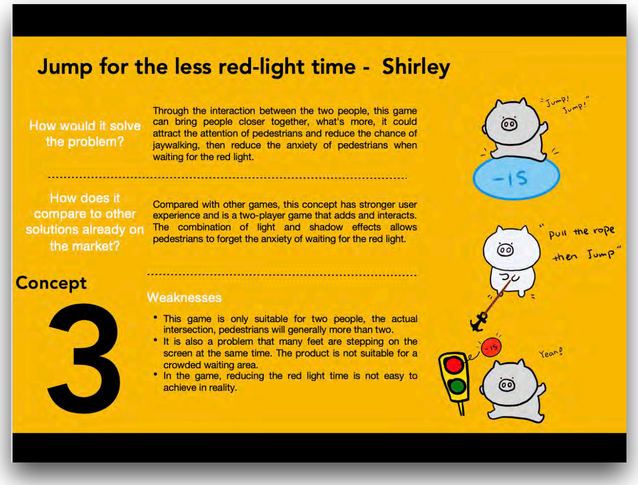
3. Contributions

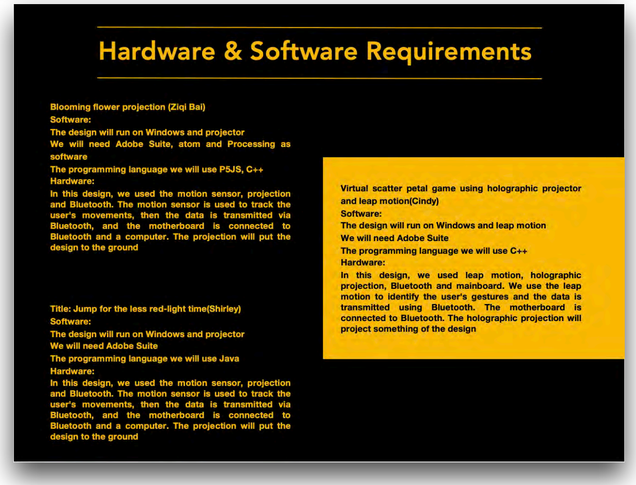
In Assessment 1
Our team came up with multiple concepts together

I am responsible

- Explained our third concept in depth
- Made low fidelity prototype
- Visual report finishing and typesetting
- Market analyse
- Described our hardware, software requirements





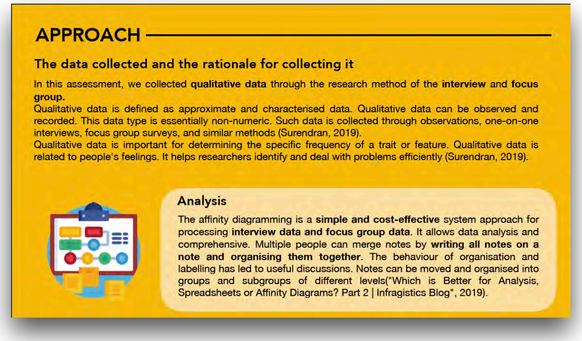


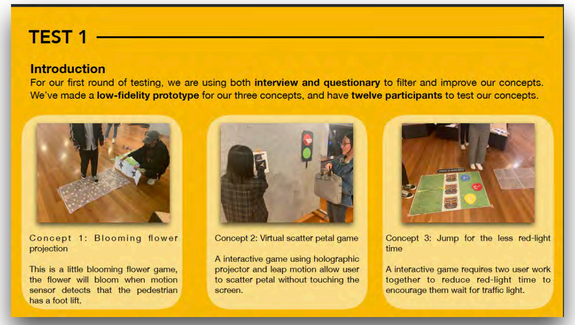
3. Contributions

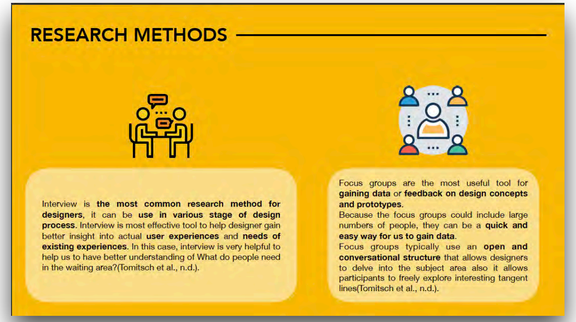
In Assessment 2

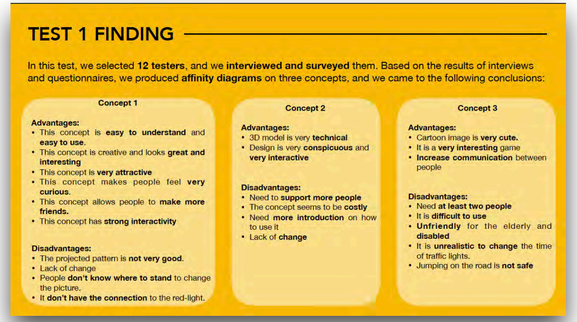
I am responsible

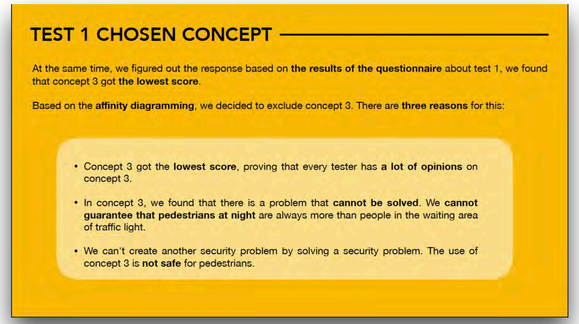
- Visual report finishing and typesetting
- Photo record
- Complete 6 interviews
- Made affinity diagrams
- Approach
- Research method
- Test1 introduction, finding, chosen concept, improvement
- Helped team members complete assessment

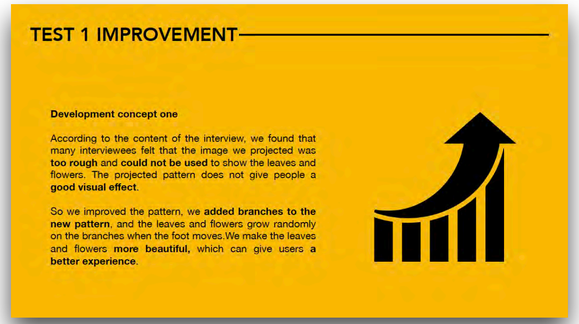


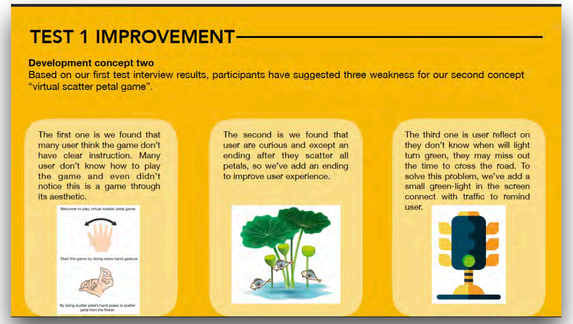










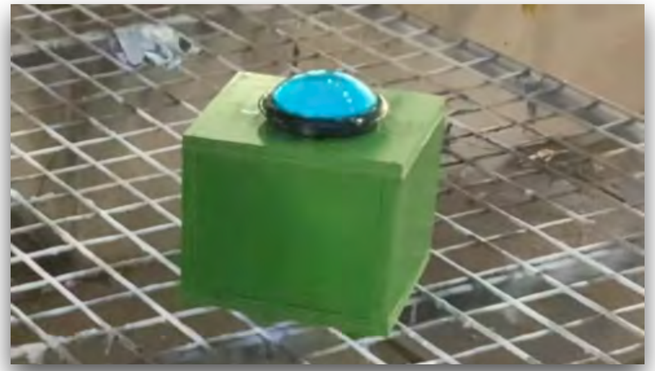


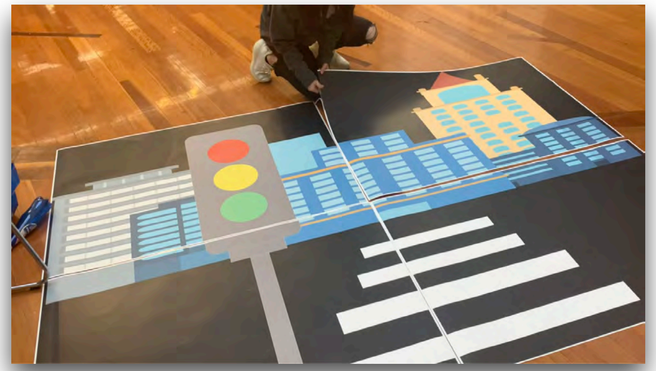
3. Contributions

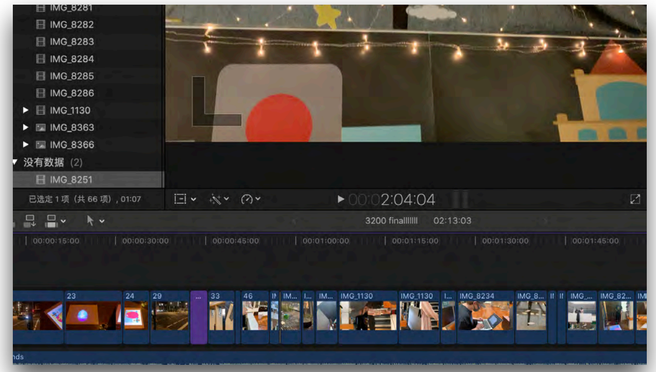
In Assessment 3

I am responsible

- Purchased hardware
- Completed code
- Arranged exhibition scenes
- Made high fidelity prototype
- Connected equipment and debugging





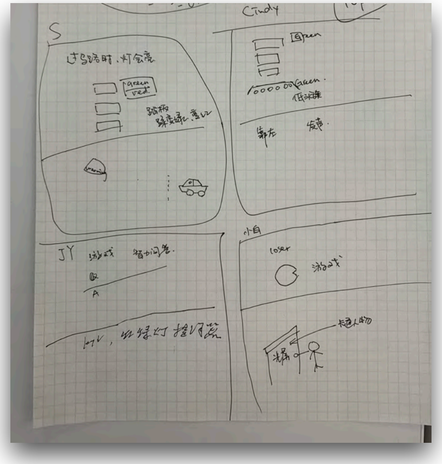


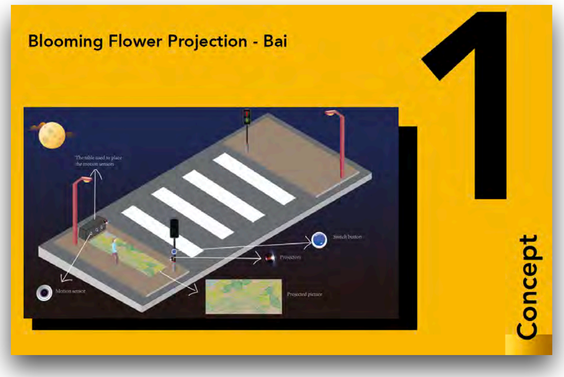
4. Challenges

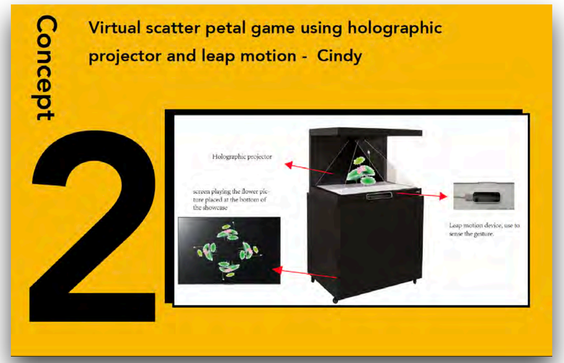
When we made the final high fidelity prototype, the first prototype we made was not safe enough. The projector we borrowed from the school could not be safely installed on the board.

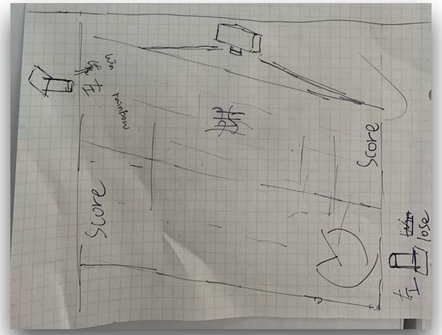
So we borrowed another projector from our friend.

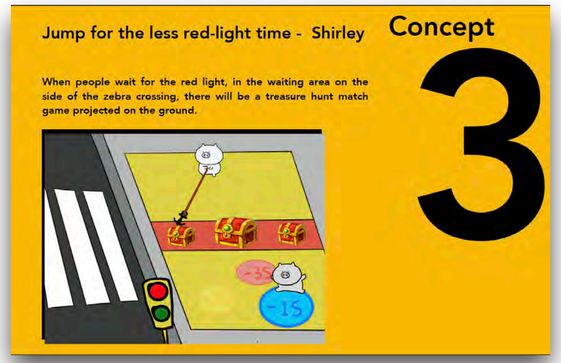
This projector is more lightweight and compact, suitable for installation.









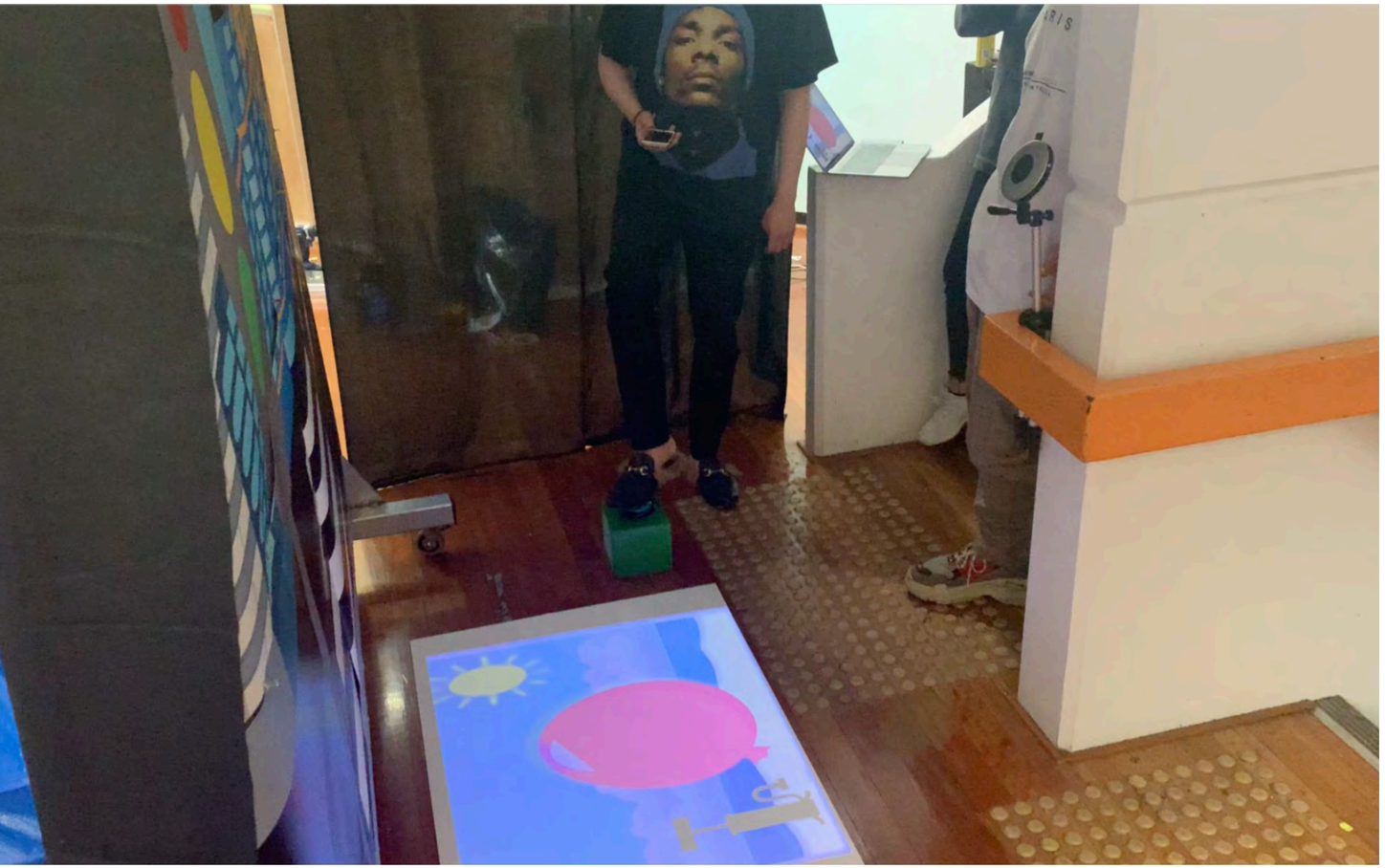


4. Challenges

In the beginning, the concepts proposed by our team members were a little got off the topic.

At the meeting with David, we asked questions about it.

After discussing with the team members, we reset the concepts.



4. Challenges

At the first presentation, we didn’t have enough time to prepare.

So at the last time, we plan to have only one person preparing for the presentation.

5. Final Reflection

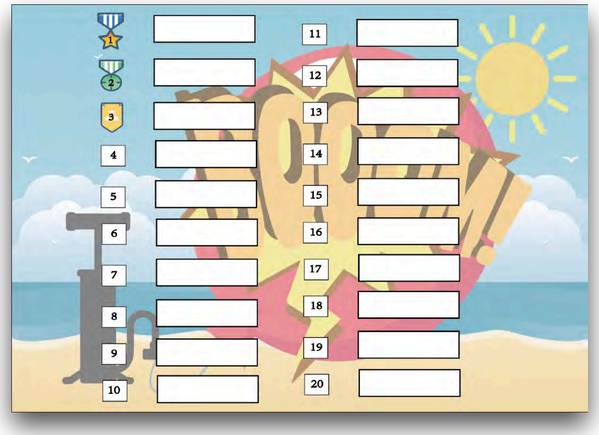
During this semester, our team has made lots of meetings. Our team worked closely together and everybody was willing to help each other.

I also completed the content that I was responsible on time and urged members to complete the progress on time.

In this group collaboration, the main artistic design was completed by me. After visiting the works of other groups and the suggestions made by David I feel that I still need to improve the layout skill and other issues.

In the early days of our group programming, I didn't touch open processing and javascript for a while, which caused waste a lot of time to improve the programming.

Due to time constraints, we were unable to complete the perfect design. In future work, we will continue to add more features then improve the aesthetics of the game to make pedestrians feel more engaging and interactive.



- We will add a ranking system that will motivate users to win the game. The names of the top 20 users who blasted the balloon in the shortest time will be displayed on our ranking system.

- Also, we plan to connect our games to traffic lights.
  - Before the traffic lights turn green, there will be a 10-second countdown to inform the user when the green light is on.
  - When the indicator turns green, the projector will turn off.
  - When the traffic lights turn red, the game will start automatically.

Thank You