

ECTE250 REFLECTION

Reflection Prepared by xx yy ()

1. How successful was the project/ prototype in achieving its desired outcomes?

Criteria of Success:

Our primary goals were too simple to create the cheapest gate without compromising, fully functional and thorough, functional in case of emergency response and long-lasting. These goals have presented us with many challenges but were achieved to an exemplary standard. Many iterations were made of the gate, each with its strengths and disadvantages, we have ended up going for the most suitable option a mechanically folding gate. The emergency design was thought to be very thorough to ensure no point of failure under any circumstances. A mechanical release pin was designed to collapse the gate by disconnecting the motor from the gate's arm even during a power outage. The release pin is designed to be simple, easy to use and easily accessible, the pin can engage without the intervention of a technician cutting down on cost. The durability is ensured by reducing the number of mechanical parts required and using redundancy.

Feedback:

Through the deliverables, it was observed that internal and external feedback was very positive and well thought through. The users were very pleased with the app interface and how professional-looking. We have yet to receive negative feedback or dissatisfaction, from all the questions we have had everything was thought through.

Future:

The project was very successful, and the prototype has achieved all desired outcomes to an exemplary standard. Given this was a prototype there are a lot of improvements to be had over the next prototypes but prototype one was a massive success, and we are all proud of the work we have done throughout the project.

2. How you worked with your other team members and what was your direct and indirect contribution to the team's project referred to your final team's submitted report?

Direct Contributions: My main role was as a team leader, graphic designer, app developer, director of video and editor. As a team leader, I was responsible for ensuring solid communication between team members, everyone relied on me as issues arose and I was responsible for handling those issues. The issues ranged from conflict between team members to proposing solutions to a design problem. Given that, not everyone had the ability to understand how each system would communicate with each other, it was my responsibility to work with the team to coordinate the work. As a team leader everything submitted, designed, or related to the project went through me for approval. I would monitor and document all progress by team members in an Excel sheet, I was responsible for assigning roles and I had a whole criterion on how each member was given a role.

I have designed our logo, the app, poster pamphlets and shirts. I directed the TurboPark video and created the VFX (visual effects) including the motion graphics which were inspired by Apple's video. This was apparent from the weekly updates I made from week 1 to week 6 the App design was done, and the logo was, in week 8, the transcript was done, intro VFX and Marketing strategy. In weeks 10-16 I worked on the video motion graphics as well as assigning roles for the video and coordinating the team. Week 17 – 19 I made the poster pamphlets and shirts. Week 20-21 I ensured everything was going smoothly and quickly resolved any issues.

Indirect Contributions:

I was always there for mentoring to team members, and I made sure everyone who had an opinion was heard well. Give team members honest but constructive feedback, moral support, and knowledge sharing.

3. What project-related difficulties did you encounter as a member of the team and how were these eventually overcome or why they were never resolved?

As a team leader of the project, I have encountered an issue where team members will forget key things, I have discussed with them, and this only became apparent near the end of the semester. I have tried to mitigate the issue by reminding corresponding members about key designs. This worked however, I would sometimes forget since I had many responsibilities resulting in compromises and workarounds only if the error was minor. If the design error is not minor, then I will simply inform the members to redesign it using the original design which would put a time constraint.

4. If you were starting the project again, what would you do differently to improve the project outcomes?

Communication: I would keep track of key design features using Excel or other means and remind each member about those key features. This would ensure that everyone understands the requirements of the project and does not forget key features resulting in further delays. I would give an admin role to someone to keep track of the number of things that must be handed in. Furthermore, the use of Slack over Discord to handle communication would have made communication more organised.

Complex Designs: The state machine could have been much simpler when I discovered this it was too late as it was already being built, in the future I will not approve of such a complex design and would ask the team to redesign it.

Time Constraint: Our biggest issue is time, I would take precautions and think ahead to ensure the delivery of designs on time, this can include quickly assigning members to help reach the desired deadline closely monitoring the team and simplifying.