**CS325 Group Project   
Assignment #5**

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# Reflection Report

## What have we learned?

A fully working Augmented Reality *(AR)* system with an intuitive user interface can improve many existing online apps, especially on the consumers-buyer platforms.

A good User Interface *(UI)* is required for users to effortlessly understand and utilize the AR system in the application. The EZAR interface should be designed carefully and enable users to access important aspects of the application within a few taps.

## If you, did it again, what would you do differently? We learned that to portray a product effectively, the UI design has to be explicit and straightforward. A single button should not contain multiple functionalities as it will end up confusing for the users. In addition, if given an opportunity again, our team would spend more time finding the right balance between providing enough functionality for our users and keeping the application intuitive instead of doing multiple unnecessary iterations with the repeated issues.

## Decision about what functions to prototype and techniques to use

Due to technology limitations and time constraints, our team has decided to focus on the most important aspects of the application. Focusing on the feedback and user interface of the application for our user base accommodating to both consumers and merchants. Our team strives to ensure that the pipeline and process of the application are always intuitive and keep tutorial to a minimum.

## How did you evaluate the results of your observations?

After the team has conducted interviews with participants, we evaluated our existing paper prototype with new changes to ensure the new implementation works as intended. We will proceed to transfer it to a digital prototype to get a better understanding of the changes, once the team agrees to the necessary changes, we will implement it to our existing application.