IM3080 Design and Innovation Project (AY2022/23 Semester 1)
Individual Report

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Group No: Group 1

Project Title: Carpooling Mobile Application (NyMe)

Contributions to the Project (1 page)

UML Diagrams

I made use of Unified Modeling Language (UML) to produce diagrams that demonstrate the behavior of the software and the interaction between different users and the system, including use case diagram, block diagram and sequence diagram.

UI/UX Design

As part of the design sub-team, I designed the APP interface & interactive prototype in Figma together with my teammates. I developed the color palette for the UI based on the primary color, which consists of one primary color and other monochromatic colors and shades to complement the main color. I implemented user-centered design when designing the prototype, uses components with bright colors to guide users' attention and ways of interaction that suits the user habit.

Poster Design

Together with teammates we designed the poster for our project. Which summarizes the structure and the unique selling points of our product.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to <u>at least two</u> of the points below:
   (a) Engineering knowledge
   (b) Problem Analysis
   (c) Investigation
   (d) Design/development of Solutions
   (e) Modern Tool Usage
   (f) The Engineer and Society
   (g) Environment and Sustainability
   (h) Ethics
   (i) Individual and Team Work
   (j) Communication
   (k) Project Management and Finance
   (l) Lifelong Learning

Point 1: Communication

As the whole group is divided into multiple sub-teams, the collaboration between different teams became very crucial. As the design team, I learnt that it's important to communicate with the developers during the design process. Sometimes the feature we design in design software might not be feasible in the developing environment. Thus it is critical to communicate regularly with other teams ensure that we are on the same page.

Point 2: Lifelong Learning

Through working on this project, I realized that it's important for us to gain more knowledge even beyond the field that we specialize in. As a designer, it's also beneficial to have an understanding of the development framework and the programming languages so that we can better communicate with the development team to discuss the direction of our project, improving the efficiency of team work.

Point 3: Problem Analysis

Through this project I realized the importance of research and problem analysis prior to the start of development. With detailed research in current industry and target audience, we had a better understanding of the existing problems and current solutions. This helped us to develop solutions that accurately target the problems, ensuring the competitiveness of our product.