

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



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Group No: 1

Project Title: NyMe Carpooling Application

Supervisor: Erry Gunawan

## **Contributions to the Project**

Our project began with a brainstorming session on how to approach the task at hand. On this first level, we were discussing about current applications that we felt needed improvement. We threw our ideas on the table and after several rounds of voting, we settled with a ride-hitching app that integrated the use of a scheduling system. During the first few meetings, we split the group into smaller sub-groups that handled different aspects of the project, namely: Frontend, Backend and Database. Within this paper, I will summarize my individual contributions to the team project.

Project management is a must-have for every project to ensure that we are on schedule, and we would not miss any tasks that needed to be complete for the smooth running of the application. I set up the platform for the project management, Notion. I came up with the various tables for each sub-group to keep track of their tasks, from incomplete to completed ones. They were also able to view their progress in terms of percentages. I also put together links that were sent into our group for references to our project as well as compiled all the sharing links for the project for other platforms like Figma, Google Drive and Canva. This was all for the convenience of the group to access the necessary links, instead of skimming through our group chat.

I was part of the Frontend sub-group that handled the User Interface (UI) of the application. I worked together with three other group members, Boojha, Kayla and Jiachen, to come up with wireframes for the application. Using Figma, we developed the UI. Since our software development model is prototyping, we had to go through multiple discussions to come to a common consensus on how we wanted the application to look and function. We had to go through different color palettes before we finalized on one. We wanted an interface that was intuitive, yet simple. With the wireframes in place, it was easy for the Backend sub-group to integrate the UI design into the application. We also had to make many amendments to the wireframes for the application to function as intended. This was also to make certain features more intuitive.

I also did the short video used for the presentation. Along with Kayla and Boojha, we drafted the script and figured out ways to best present the application in a video. The filming was done with us acting in the video. I edited the video and inserted background music as well as additional effects for the best viewing experience.

## **Reflection on Learning Outcome Attainment**

### **Point 1: Problem Analysis**

We were able to come up with a project based on our own experiences and finalized our project based on voting done amongst ourselves. This ride hitching application addresses the difficulty people face when it comes to ride hitching, where it is getting more expensive and does not allow us to schedule multiple rides. I think one thing that could have been done better with the problem analysis was to ask our peers on their views and difficulties of ride hitching. With a bigger pool of responses, we would be able to come up with an application that bridge the gap that current ride sharing apps have and serve a bigger group of people.

### **Point 2: Communication**

This was the first time that I was working with a group of 10 people. It is larger than most of the project groups that I have been so far. Hence, communicating with one another is very important in making sure that we are on task with our project. Since I had to set-up the workspace on Notion, I had to teach everyone in the group how to use that platform so that we are all involved in the entire process. I think we did relatively well in communicating with one another within the sub-group to complete all the task, preventing double work from happening. Since we communicated with each other, we were also able to shoulder equal amounts of the workload so that it would be manageable for everyone in the sub-group. I think one thing we can improve on is communication with the other sub-groups as we were oblivious to the happenings in the other sub-groups. I think by doing so, we can also extend some help to the other sub-groups if they are struggling with any of the task.

### **Point 3: Project Management and Finance**

This project was related to a module that I took last semester, Software Engineering, where we learnt of the different software development models and the different financing and project management tools. It was quite surreal to put it into use during this project as I did not think we would be able to use all this knowledge during our time in school. We tried as much as possible to opt for free programs and software. I had a better understanding of Project Management as I put together the Notion platform as I had to think of how I should maximize the workspace such that it will be effective and efficient. I think one thing that I could work better on is conducting weekly meetings with other sub-groups such that the whole group understands exactly where we are in the process and the actions that are being taken to make the project possible.

#### Point 4: Lifelong Learning

Through this project, I was able to challenge myself as there were many things that I have not heard of before. One example is React Native. I had never come across this before starting on this project and I had the opportunity to learn more about React Native and how to implement it. Although the learning curve was steep, I was able to learn something during the span of the project as I did put in effort to learn more. The biggest takeaway I had from this experience is, for any future projects that I take on, I believe that it is important to keep an open mind and if you try, you would be able to grasp something. It also takes practice to become good at it.