# Progress Report 2

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## Work Date/Hours Logs

**Legend:**

🟩 Represented finished tasks

⬜ Represented planning tasks

| Date | Number of Hours | Description of work done |
|---|---|---|
| Sep 28, 2025 | 1.0 | Choosen our program topic, and met with professor for the first meering |
| Oct 1, 2025 | 3.5 | Project kickoff meeting with team Makēda; Started researching futures literacy concepts and key program step |
| Oct 4, 2025 | 3 | Met with team to align on research direction; Reviewed 2020 wireframe example and wrote the program proposal |
| Oct 8, 2025 | 4.5 | Conducted 3 student interviews about reflection habits and support needs; Shared preliminary findings in team check-in |
| Oct 11, 2025 | 4.0 | Analyzed interview data and created affinity diagram showing key themes; Started researching engagement patterns in micro-journaling apps |
| Oct 15, 2025 | 5.0 | Completed competitive analysis research examining 5 apps (Forest, Strava, Habitica, Fabulous, Discord); Compiled best practices for collaborative mechanisms and privacy-preserving design |
| Oct 18, | 4.5 | Presented research synthesis to team; Created user journey map |

| | | |
|---|---|---|
| 2025 | | identifying 6 touchpoints and key pain points based on interview and competitive findings |
| Oct 22, 2025 | 4.0 | Started learning Figma basics including frames and mobile layouts; Practiced Auto Layout with responsive card components |
| Oct 25, 2025 | 4.5 | Explored advanced Figma prototyping features; Drew paper sketches for Section 1 daily prompt system (8 screens) |
| Oct 29, 2025 | 4.5 | Created digital wireframes for Section 1 with 6 core screens; Planned Section 3 cohort features with team |
| Oct 30, 2025 | 0.5 | Discussion with teacher about repo naming, worklog practices, and making content readable for others |
| Oct 31, 2025 | 1 | Meeting with Makēda to share survey results and user personas, with feedback on privacy levels, scaffolding, habit tracking formats, BJ Fogg's behavior model, and success progression |
| Nov 1, 2025 | 2.5 | Organized the requirements document; Compiled survey data and research findings into sections; Drew initial sitemap sketches on paper; Mapped out main flows: Authentication → Onboarding → Main App |
| Nov 5, 2025 | 3.0 | Created digital sitemap in Figma; Organized 4 main sections with bottom navigation structure; Drew Splash Screen and Welcome Screen; Designed logo placement and "Your Growth Journey" slogan |
| Nov 7, 2025 | 3.5 | Drew Login and Sign Up screens; Designed input fields and social login buttons (Google/Apple); Started drawing onboarding Step 1: Vision Goals screen with progress bar (33%) |
| Nov 9, 2025 | 1.0 | Prepared project update package for Makēda; Compiled sitemap and initial screen designs; Drew onboarding Step 2 (Quarterly Goals, 66%) and Step 3 (Weekly Quests, 100%); Added word counters |
| Nov 11, 2025 | 4.0 | Drew Preferences Setup screen; Designed Notifications, Cohort, and Appearance sections; Started drawing HOME screen header; Designed date display, streak counter, and greeting text |
| Nov 12, 2025 | 0.5 | Drew the 3 slider components for Emotional/Relational/Academic ratings (0-10); Tested different slider styles; Drew Today's Quests section with 5 checkboxes; Designed category icons (Academic, Health, Family, |

| | | Emotional) |
|---|---|---|
| Nov 13, 2025 | 1.0 | Added optional note section and Submit button to HOME screen; Finalized sitemap to 90% |
| Nov 14, 2025 | 1.0 | Met with Makēda; Presented sitemap and 90% prototype, received feedback on onboarding flow and quest categorization |
| Nov 15, 2025 | 0.5 | Complete the WorkLog and finished the progress report |

# Work Description(Oct 24 – Nov 16)

During this period, we had meeting with Makēda twice, and I transformed our requirements into a complete design system with over 20 screens. My work focused heavily on drawing and iterating designs in Figma, with occasional team meetings to maintain alignment.

**Sitemap and Information Architecture**

I started by organizing the requirements document, then created the sitemap. I sketched the structure on paper first, mapping out four main user flows: Authentication (Splash → Login/Sign Up), Onboarding (Welcome → 3-step goal setup → Preferences), Main App (4 bottom tabs), and various sub-pages. I then created the digital sitemap in Figma, organizing approximately 25 screens into a clear hierarchy showing how users navigate through the app.

November 14th, we met with Makēda to present the sitemap and prototype. She gave valuable feedback about generalizing family to relationships and leave the logo space.

**Daily Check-in Screen (HOME Tab)**

This was one of the most complex screens. The HOME tab needed to feel quick (under 2 minutes) while collecting meaningful data. I designed three slider components for rating Emotional (0-10), Relational (0-10), and Academic (0-10) wellbeing. The design challenge was making sliders easy to adjust on mobile while showing clear numerical values.

# AI Use Section

The following prompts were used with AI tools to assist with research summarization, framework application, and preliminary content drafting during the initial project phases (Oct 24 – Nov 16).

| AI Tool Name | Version, Account Type | Specific feature for which the AI tool was used |
|:---:|:---:|:---|
| Claude | Sonnet 4.5 | "Based on our user needs for reflection, goal-setting, community, and settings, analyze this screen list (e.g., Home, Weekly Quests, Cohort View, Preferences) and propose four clear categories for the bottom navigation bar to optimize the main user journey." |
| Claude | Sonnet 4.5 | "I am designing a mobile daily check-in (HOME screen) that must take under 2 minutes. How should I structure a 0-10 rating scale for Emotional, Relational, and Academic wellbeing to ensure ease of adjustment on a small screen? Provide best practices for mobile slider design." |
| Claude | Sonnet 4.5 | "Draft concise, motivating text for an onboarding flow focused on a 3-step goal-setting process (Vision Goals → Quarterly Goals → Weekly Quests), and suggest where to place word counters to encourage thoughtful, but not lengthy, input." |

▪ **Value Addition:**

**Refined Architectural Decisions:** The AI provided a structured analysis that helped in validating the four main sections for the bottom navigation. This streamlined the translation of initial paper sitemap sketches into the final digital version, ensuring the main user flows were clear and intuitive.

**Enhanced UI/UX Efficiency:** The AI's input on mobile slider best practices was crucial in solving the design challenge of the Daily Check-in screen12121212. It helped accelerate the process of testing different slider styles 13 to meet the core requirement of quick data collection.

**Optimized Onboarding Experience:** AI helped in drafting motivational and concise text for the 3-step goal setup, which is a core part of the app's initial flow. Furthermore, the suggestion for strategic placement of word counters    ensured users provide meaningful input without suffering from 'reflection fatigue.'

▪ **Appendix:**

https://claude.ai/share/b3ebe9e9-6ea5-4738-85f2-178728e0718e

https://claude.ai/share/8fca8a00-6445-4343-821e-42ffd54003c7

https://claude.ai/share/80f05bf4-3081-4f3d-93b3-8a02b570a195