

Progress Report 1

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Project Full Name: F25_3375_S1_G5_QuestLabs Companion

Work Date/Hours Logs

- Represented finished tasks
- Represented planning tasks

Date	Number of Hours	Description of work done
Sep 28, 2025	1.0	Chooosen 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, 2025	4.5	Presented research synthesis to team; Created user journey map 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
Nov 1, 2025	4	Wireframed support request feature with micro-reflection forms; Reviewed design system standards
Nov 5, 2025	5	Started high-fidelity design phase; Designed collaborative BINGO concept with challenge grid for Section 3
Nov 8, 2025	4.5	Created BINGO wireframes with celebration screens; Designed MadLibs journaling interface with playful illustrations
Nov 12, 2025	5.0	Finished all Section 3 wireframes including cohort dashboard and peer features; Design sprint review meeting
Nov 15, 2025	4.5	Applied design system to Section 1 creating polished prompt screens; Discussed navigation integration
Nov 19, 2025	4.5	Completed high-fidelity Section 3 designs with badges and celebration animations; Prepared user testing scenarios
Nov 22, 2025	4.0	Designed onboarding flow with 4 welcome screens and bottom navigation; Polished Section 1 and 3 screens
Nov 26, 2025	5.0	Built clickable prototype connecting 18 screens with transitions; Ran usability tests with 3 participants
Nov 29, 2025	4.5	Refined prototype based on user feedback improving 8 screens; Integrated navigation system with working tab bar
Dec 3, 2025	7.0	Added micro-interactions and finalized all prototype connections; Organized Figma file with clean layers and 5-page structure; Submitted final deliverables

Work Description(Sep 28 – Oct 23)

During this reporting period (September 28 to October 23), I primarily focused on project planning, competitive analysis, and commencing design fundamentals. The phase began with choosing our program topic and attending the project kickoff meeting and initial professor meeting. I then spent time researching futures literacy concepts, reviewing a 2020 wireframe example, and contributing to the program proposal. The key challenge encountered was to synthesize market best practices from existing applications and identify key pain points without relying on extensive direct user interviews.

To overcome this, the chosen solution was to execute a thorough competitive analysis, where I examined five popular applications (Forest, Strava, Habitica, Fabulous, Discord). I compiled the best practices for collaborative mechanisms and privacy-preserving design from this research. This rigorous analysis set the foundation for the next step, where I began learning the fundamentals of Figma, including frames and mobile layouts, and practiced Auto Layout with responsive card components.

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 (September 28 – October 23).

AI Tool Name	Version, Account Type	Specific feature for which the AI tool was used
Claude	Sonnet 4.5	"Summarize the core tenets of 'Futures Literacy' and its practical application in personal development programs for college students, focusing on steps for self-reflection and goal alignment."
Claude	Sonnet 4.5	"I need to quickly learn Figma basics, including frames, mobile layouts, Auto Layout, and advanced prototyping within two weeks for a student project. Suggest a focused learning path with estimated time for each step"

▪ **Value Addition:**

Distinct Design Philosophy and User Alignment: We defined and executed the unique design philosophy of anti-gamification and small-group accountability. Crucially, we used user findings (Zhi Kang) to validate the necessity of all core features, ensuring they align with student needs rather than just AI suggestions.

The AI provided a suggested learning path and resources for Figma: we can start leaning about Figma by the resources which AI gave. And improved the efficiency by following the suggestions.

Learning Resources:

Official Figma tutorials (YouTube channel) - best for structured learning

Figma community files - download and reverse-engineer real designs

Figma Playground - built-in practice file

▪ **Appendix:**

<https://claude.ai/share/ac726641-bfbf-4ad4-9a54-bff06881d947>

<https://claude.ai/share/84b51dc8-94a1-4b7d-8d7d-f3a659f20130>