Progress Report 2

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Work Date/Hours Logs

🟩 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 some key steps for the program
Oct 4, 2025	3	Met with team to align on research direction; Reviewed 2020 wireframe example to understand design evolution, and wrote the program proposal
Oct 8, 2025	3.5	Designed comprehensive Google Forms survey with 15 questions covering reflection habits, collaboration preferences, mental health needs, and technology usage patterns; Distributed survey to target student groups
Oct 11, 2025	3.5	Followed up on survey distribution and monitored response rate; Divided Figma learning modules with team; Started preliminary review of incoming responses
Oct 15, 2025	3.5	Continued survey data collection (currently 12+ responses); Studied collaborative game mechanics (Battleship, BINGO) and their psychological effects; Researched Self-Determination Theory applications

Oct 18, 2025	3.5	Completed survey data collection with 15+ student responses; Analyzed results showing 70% prefer visual tracking and 65% want low-pressure collaboration; Built feature prioritization matrix ranking 12 potential features; Presented key research findings
Oct 22, 2025	3	Established design standards with team; Learned Figma interface basics; Set up color styles (8 colors) and typography scales
Oct 25, 2025	3.5	Sketched Section 2 Dashboard showing affect-agency grid ideas; Created button component library with 4 different states
Oct 30, 2025	0.5	Discussion with teacher about repo naming, worklog practices, and making content readable for others
Oct 31, 2025	1.0	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	3	Drew PROGRESS tab header; Designed "Your Progress" title and date range selector (7 days/30 days); Researched data visualization patterns; Looked at how fitness apps display progress charts
Nov 5, 2025	4	Drew trend chart components; Created line graphs for emotional/relational/academic patterns with matching colors; Drew Quest Completion Rate circle and Wheel of Life with 8 domains (Health, Growth, Career, Study, Finance, Relationship, Social, Personal)
Nov 7, 2025	2.5	Drew Calendar Heatmap (GitHub-style); Designed 90-day contribution map for check-in tracking; Drew GOALS tab structure; Created 3-tab navigation for Vision/Quarterly/Quest Board
Nov 9, 2025	2	Applied design system to dashboard with polished grid; Designed Wheel of Life and SEL timeline with interactive visualizations
Nov 11, 2025	3.5	Drew Vision Goals tab with goal cards showing text and creation date; Drew Quarterly Goals tab; Added "Links to: Vision Goal 1" text and progress bars
Nov 12, 2025	2	Drew Quest Board BINGO grid with 9 cells; Refined Quest Board design; Made it more professional with subtle checkmarks and "2/5 Complete" text

Nov 13, 2025	3	Drew Layer Connection Visualization showing "Quest → Quarterly → Vision" pathway; Drew COHORT tab; Designed Team Progress section with "Team: 78% average" and member count
Nov 14, 2025	1.0	Met with Makēda; Presented sitemap and current prototype, received feedback on onboarding flow and quest categorization
Nov 15, 2025	0.8	Finished the progress report for myself

Work Description (Oct 24 – Nov 16)

Progress Dashboard (PROGRESS Tab)

After researching how fitness apps display progress data, I drew the dashboard components. The screen includes a date range selector (7 days or 30 days), three trend charts showing emotional/relational/academic patterns over time with line graphs in matching colors. I also designed a Calendar Heatmap using GitHub's contribution map style showing the last 90 days of check-ins, which helps users see their consistency briefly.

Goals Section (GOALS Tab)

The GOALS tab uses a three-tab navigation system. Tab 1 shows Vision Goals with the heading "Your Long-term Vision" and cards displaying each goal with creation date. Tab 2 shows Quarterly Goals titled "This Quarter's Focus" with cards that link back to vision goals (showing "Links to: Vision Goal 1") and display progress bars. Tab 3 is the Quest Board featuring a BINGO-style grid with 5 quest cells. I initially made the grid too colorful and game-like, but refined it to look more professional for our mature audience (65% aged 27+). I also drew the Layer Connection Visualization showing the pathway "Quest → Quarterly → Vision" to help users understand how everything connects.

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
perplexity	Sonnet 4.5	"Identify best practices in fitness app data visualization for 7-day/30-day trends, line graphs, and date range selectors."
perplexity	Sonnet 4.5	"Suggest professional, non-game-like visual styles and tracking indicators for a 9-cell BINGO-style Quest Board for a mature audience."
perplexity	Sonnet 4.5	"Suggest the best mobile navigation pattern for accessing three related screens: Vision, Quarterly, and Quest Board."

▪ **Value Addition:**

Targeted Audience Design: AI helped define a non-game-like visual style for the Quest Board, which was crucial for aligning with the mature target audience and avoiding unnecessary design iterations.

Complex Concept Visualization: AI assisted in conceptualizing the visual representation for the abstract goal hierarchy, ensuring users easily understand how the three goal levels connect.

Accelerated Design Research: AI quickly provided best practices 4 for displaying multi-category time-based progress 5, informing the core structure of the PROGRESS tab6.

▪ **Appendix:**

https://www.perplexity.ai/search/identify-best-practices-in-fit-At.JqJYrTtqYj09sot_cGQ?0=d#2