# WORK LOGS

## StudentName: Zhi Kang

Represented finished tasks

Represented planning tasks

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| **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 7, 2025 | 3.5 | Shared interview findings in team check-in; Conducted 3 student interviews about their reflection habits and support needs |
| Oct 9, 2025 | 3.5 | Presented research synthesis to team; Researched engagement patterns in micro-journaling apps and compiled best practices |
| Oct 11, 2025 | 3.5 | Started learning Figma with team; Analyzed interview data and created affinity diagram showing key themes |
| Oct 14, 2025 | 3.5 | Learned Figma basics including frames and mobile layouts; Created user journey map identifying 6 touchpoints |
| Oct 16, 2025 | 3 | Explored advanced Figma prototyping features; Completed tutorial on frames, constraints, and 375px mobile design |
| Oct 18, 2025 | 3.5 | Discussed wireframing approach with team; Practiced Auto Layout and built responsive card components |
| Oct 21, 2025 | 4.5 | Started wireframing phase - divided sections with team; Learned prototyping tools and created 6-screen demo |
| Oct 23, 2025 | 4 | Reviewed wireframes and got feedback from team; Drew paper sketches for Section 1 with 8 different screens |
| Oct 25, 2025 | 4 | Planned Section 3 cohort features; Created digital wireframes for daily prompt system with 6 screens |
| Oct 28, 2025 | 4 | Reviewed design system standards with team; Wireframed support request feature with micro-reflection forms |
| Oct 30, 2025 | 4.5 | Started high-fidelity design phase; Designed collaborative Battleship concept for cohort section |
| Nov 1, 2025 | 4 | Progress check with team on designs; Created BINGO wireframes with challenge grid and celebration screens |
| Nov 4, 2025 | 4.5 | Design sprint review meeting; Finished all Section 3 wireframes including cohort dashboard and peer features |
| Nov 6, 2025 | 4.5 | Discussed navigation integration; Applied design system to Section 1 creating polished prompt screens |
| Nov 8, 2025 | 3.5 | Confirmed all screens ready for prototyping; Designed MadLibs journaling interface with playful illustrations |
| Nov 11, 2025 | 5 | Kicked off prototyping work; Completed high-fidelity Section 3 designs with badges and celebration animations |
| Nov 13, 2025 | 4.5 | Prepared user testing scenarios; Designed onboarding flow with 4 welcome screens and bottom navigation |
| Nov 15, 2025 | 3.5 | Discussed testing results with team; Polished Section 1 and 3 screens by refining spacing and colors |
| Nov 18, 2025 | 4 | Planned iteration based on feedback; Built clickable prototype connecting 18 screens with transitions |
| Nov 20, 2025 | 4 | Reviewed accessibility requirements; Integrated navigation system linking all sections with working tab bar |
| Nov 22, 2025 | 3.5 | Final validation before deliverables; Ran usability tests with 3 participants and documented feedback |
| Nov 25, 2025 | 4.5 | Planned final deliverables with team; Refined prototype based on user feedback improving 8 screens |
| Nov 27, 2025 | 4.5 | Set up GitHub repository structure; Added micro-interactions and finalized all prototype connections |
| Nov 29, 2025 | 4.5 | Divided final submission tasks; Organized Figma file with clean layers and 5-page structure |
| Dec 1, 2025 | 7 | Created GitHub repo and uploaded assets; Wrote comprehensive README and submitted final deliverables |

## StudentName: Dong Zhang

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| 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 7, 2025 | 3.5 | Shared survey results in check-in meeting; Created Google Forms survey and collected 15 student responses |
| Oct 9, 2025 | 3.5 | Presented key research findings; Studied collaborative game mechanics like Battleship and BINGO |
| Oct 11, 2025 | 3.5 | Divided Figma learning modules; Analyzed survey data showing 70% prefer visual tracking |
| Oct 14, 2025 | 3.5 | Learned Figma interface basics; Built feature prioritization matrix ranking 12 potential features |
| Oct 16, 2025 | 3 | Explored advanced Figma features; Completed tutorial on layers, properties, and design modes |
| Oct 18, 2025 | 3.5 | Discussed wireframing strategy; Created button component library with 4 different states |
| Oct 21, 2025 | 4.5 | Established design standards with team; Set up color styles with 8 colors and typography scales |
| Oct 23, 2025 | 4 | Got feedback on initial wireframes; Sketched Section 2 Dashboard showing affect-agency grid ideas |
| Oct 25, 2025 | 4 | Discussed cohort features planning; Created dashboard wireframes with wellness snapshot and stats |
| Oct 28, 2025 | 4.5 | Presented design system structure; Wireframed Polak's Affect-Agency grid with 4 interactive quadrants |
| Oct 30, 2025 | 4.5 | Reviewed design system application; Created Wheel of Life wireframe with 8-spoke design |
| Nov 1, 2025 | 4.5 | Progress check on high-fidelity work; Designed SEL timeline showing emotional trends over time |
| Nov 4, 2025 | 4.5 | Design sprint with final tasks; Built comprehensive design system with colors, fonts, and spacing |
| Nov 6, 2025 | 4 | Discussed app flow and transitions; Created component library including buttons, inputs, and cards |
| Nov 8, 2025 | 3.5 | Confirmed screens ready for prototype; Applied design system to dashboard with polished grid |
| Nov 11, 2025 | 5 | Started prototyping phase; Designed Wheel of Life and SEL timeline with interactive visualizations |
| Nov 13, 2025 | 4 | Prepared testing materials; Built project progress screens linking tasks with emotional well-being |
| Nov 15, 2025 | 4 | Reviewed testing insights; Designed Google Forms integration and various input components |
| Nov 18, 2025 | 4.5 | Prioritized feedback for iteration; Created clickable prototype for Section 2 dashboard features |
| Nov 20, 2025 | 4 | Discussed accessibility compliance; Added tappable grids and draggable wheel interactions |
| Nov 22, 2025 | 4 | Final validation before submission; Participated in coaching activity beta test and documented UX insights |
| Nov 25, 2025 | 4.5 | Outlined design report structure; Simplified dashboard visualizations based on user confusion |
| Nov 27, 2025 | 5 | Reviewed GitHub requirements; Conducted WCAG accessibility audit and compiled 10-page style guide |
| Nov 29, 2025 | 4.5 | Divided documentation tasks; Wrote design report covering research insights and design process |
| Dec 1, 2025 | 7.5 | Finished design report and technical docs; Created supporting files and submitted all deliverables |