

HolyWork

Progress Report #2

A Community App for Church Volunteers and Worship Organization.

Professor

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Course

CSIS 3375-001 : UX Design in Web & Mobile App

Git: [HolyWork](#)

Figma: [HolyWork](#)

Work Logs

Date	Number of Hours	Description
Nov. 5, 2025	2.5	Reviewed CSIS 3375 course materials and project requirements. Identified Must-Have, Should-Have, and Could-Have features for prioritizing volunteer-side features.
Nov. 5, 2025	4	Conducted research on prototyping approaches: compared Figma-to-HTML approach for our use case. Researched HTML-to-Figma integration approach (Figma: ~40 hours, HTML: ~25-30 hours with best practices).
Nov. 5, 2025	2.5	Decided on HTML prototype approach for better interaction. Chose UI frameworks: compared Bootstrap, Tailwind CSS, and Material-UI for consistency with modern mobile UI patterns. Set up initial development environment.
Nov. 6, 2025	2	Built core navigation structure: implemented Android Material design bottom navigation with 5 tabs (Home, Schedule, Find, Prayer Wall, Help). Created accessibility guidelines and touch-friendly 48px minimum tap targets for accessibility.
Nov. 6, 2025	2	Implemented Dashboard (index.html) - Must-Have Feature. Added stats card showing upcoming shifts (2) and hours served (10). Implemented two sample cards: Hospitality Team (Confirmed status) and Prayer Wall (Pending status), each with filter chips, and location/time details.
Nov. 6, 2025	3	Added Prayer Wall preview to dashboard with two sample cards: one for Public and team-only prayer from Michael Johnson (12 praying, 10 hours served). Implemented color-coded filter chips (blue for Public, amber for Team Only). Added border-left accent to cards.
Nov. 6, 2025	2	Built "More" section grid with 8 feature tiles: Bible Study, Prayer Wall, Find, Help, Schedule, Opportunities, and Contact. Implemented 4-column responsive grid with emoji icons for each tile. Created separate HTML files for each feature to support navigation structure.
Nov. 6, 2025	3	Implemented Opportunities page (opportunities.html) - Must-Have Feature. Added filter chips (My Church, Nearby, This Week), opportunity details, progress bars showing volunteer capacity (e.g., "2 available"), and QR code icons for visual scanning.

Nov. 7, 2025	2	Created interactive sign-up modal for opportunities with: hour before), "Sign Me Up" primary action button, and card animation, personalized message, and "View My Schedule" functionality with backdrop click and Escape key support.
Nov. 7, 2025	3	Built Schedule page (schedule.html) - Must-Have Feature: upcoming commitments section with "View Details" and "Edit" buttons with completion badges. Used consistent card design with other pages.
Nov. 7, 2025	2	Implemented Prayer Wall page (prayer-wall.html) - Must-Have Feature: filter by persona need). Built filter chips (All, My Church, My Teams (blue), 🕊 Team only (amber), 🔒 Leadership only (red), 🙏 counters (praying, comments).
Nov. 7, 2025	3	Created "Create Prayer Request" modal with: textarea input (prominently displayed at top), category tags (Healing, Guidance, Encouragement, Praise, Thanksgiving, Intercession, etc.), success confirmation modal showing "Your prayer request has been submitted successfully" message ("You are not alone").
Nov. 8, 2025	2	Implemented floating action button (FAB) for "Add Prayer Request" modal with: rounded square shape, white background, elevation shadow, and smooth hover/active states. Integrated with bottom navigation bar so it doesn't conflict with bottom navigation (60px bottom margin).
Nov. 8, 2025	3	Built Team Communication page (team-chat.html) - Shows team communication history (with user initials, timestamp, reaction, etc.). Implemented chat interface with: user availability (online, away, offline), right-aligned for user), timestamps, reaction support, and file attachments (including file preview and download link).
Nov. 8, 2025	2	Added message input component at bottom of chat page with: send button (paper airplane icon), send button (primary blue), fixed position, and keyboard behavior considerations.
Nov. 8, 2025	3	Expanded Bible Study section (bible-study.html, bible-study-add-note.html, bible-study-libraries.html, bible-study-individual-note.html). Created multiple screens: main study dashboard (bible-study.html), add note screen (bible-study-add-note.html), library view (bible-study-libraries.html), and individual note view (bible-study-individual-note.html).
Nov. 9, 2025	2	Implemented Events section (events.html, events-detail.html, events-add.html).

		RSVP counts, event detail page with full description, part functionality. Used consistent Material Design card pattern.
Nov.9, 2025	3	Built Giving page (giving.html) with: recent donations summary, amount selector, payment method integration placeholder, trust-building elements (padlock icons, "Secure" badges).
Nov.9, 2025	2	Created Profile section (profile.html, profile-edit.html) with: profile picture placeholder, volunteer stats (total hours, count), input validation styling, save/cancel actions.
Nov.9, 2025	3	Implemented Settings page (settings.html) with: notifications, language selector, theme preferences, account management selectors following mobile UI patterns.
Nov.10, 2025	2	Built Achievements page (achievements.html) with: badge celebrations, motivational messages. Designed gamification (addressing requirement for volunteer retention).
Nov.10, 2025	3	Created Messages inbox (messages.html, messages-swipe.html) with: avatars, last message preview, unread badges, timestamp, swipe.html). Implemented message thread view with comments.
Nov.10, 2025	2	Built Notifications page (notifications.html) with: notification messages, system announcements, read/unread status indicators, "Mark all as read" functionality.
Nov.10, 2025	3	Implemented Resources section (resources.html, resource videos, training materials), search functionality placeholder, download/share options, related resources suggestions.
Nov.10, 2025	2	Created My Teams section (my-teams.html, my-teams-details.html) with: upcoming commitments, team detail view with: member list, commitments, team chat access, leave team option.
Nov.11, 2025	5	After Figma import, adjusted navigation bar across all pages. Bottom navigation icon colors standardized (active state across pages (some were 60px, others 68px - unified to 64px) for better visibility. Simple changes but had to replicate across pages.

Nov.11, 2025	2	Made small but necessary adjustments on each page: (1) (blue, amber, red, gray), (2) Opportunity cards - updated user commitment text color to lighter gray, (4) Profile page - active toggles - updated active/inactive colors. Not major changes.
Nov.11, 2025	2	Mapped prototype features against Requirements Document validation table showing 7 of 8 top priorities implemented yet implemented. Identified gaps: backend functionality, accountability tracking.
Nov.11, 2025	2	Reviewed entire prototype for alignment with design principles (16-18px, 48px buttons, high contrast), Consistency (shadows, persona needs), Privacy-first (4-level prayer privacy addressed).
Nov.12, 2025	2	Added two new notification card types to notifications.html: (1) Minute needs (green card with accept/dismiss buttons), (2) Regular volunteer request card (green card with accept/dismiss/details buttons). Created detail modal for leader, date/time/location.
Nov.12, 2025	3	Built notifications-detail.html (regular request) and notifications-urgent.html (urgent request) which are now permanently visible for demonstration. Regular request shows "Why We Need You" info and Accept/Back actions.
Nov.12, 2025	4	Implemented Friend Requests section in contacts.html with friends count and ministry affiliation. Added Accept/Decline buttons. Request detail modal includes message button (opens messaging) and profile photo. Implemented auto-hiding empty alphabetical groups.
Nov.13, 2025	3	Created testimonials.html with story feed implementing Impact, 🙏 Spiritual Growth, 🕵️ Following). Implemented testimonial creation (toggleable), category badges, engagement stats (likes, comments, shares), and native share integration. Stories include impact statements, growth testimonies (faith journeys, prayer groups).
Nov.13, 2025	3	Built story creation modal (Share Your Story) with category limit with counter, form validation. Created comment modal (visual feedback with color change), toggle follow/unfollow, and following status. Added testimonial card to more.html Feed.

Nov.13, 2025	2	Created testimonial-add.html with story creation form per visual indicators (border highlight on selected), title input related ministry dropdown (Hospitality, Youth, Worship, etc.), share with community, tips section with writing guidance. Updated testimonials.html "+ Share" button to link to this page.
Nov.14, 2025	5	Researched best practices for structuring a large, complex app with over 44 HTML pages for stakeholders. Focused on organizing the app into static state pages, user roles, and navigation frames within a page and, critically, to leverage the "last-viewed" pattern which is essential for a complete app experience (e.g., retaining user progress). Confirmed strategy to use Components for persistent navigation and ensure all connections (e.g., Home button) work correctly across the app.

Summary

Began with comprehensive planning where I analyzed the Requirements Document, prioritized Must-Have, Should-Have, and Could-Have features, studied the six user personas, and made the strategic decision to build an HTML prototype instead of Figma mockups for better stakeholder testing. I established a complete design system using Tailwind CSS and Material Design 3 principles, defining the color palette, typography scale, spacing grid, and accessibility standards. The fulfillment phase systematically implemented features by priority, starting with the highest-priority items: Dashboard with personalized content, Automated Scheduling with opportunities and schedule pages, Privacy-Controlled Prayer with a four-level privacy system, Team Communication, and fifteen additional feature pages including Bible Study, Events, Giving, Profile, Settings, Messages, Notifications, Resources, Teams, and Achievements. The validation phase involved testing HTML-to-Figma import tools to understand their limitations, conducting comprehensive quality assurance testing across all pages, and validating requirements coverage against the original document. The iteration phase refined visual consistency across all pages through navigation standardization, element sizing adjustments, creation of static state pages for different UI scenarios, and page-specific color refinements. The enhancement phase expanded the prototype with community features including notification volunteer requests for urgent and regular scenarios, a comprehensive contacts management system with friend requests and search functionality, and a complete testimonials platform with story sharing and social engagement features. Finally, comprehensive documentation was created including a detailed README and Progress Report to enable team collaboration and stakeholder evaluation. Throughout the entire process, systematic planning ensured prioritized implementation, continuous validation verified alignment with the requirements, and iterative refinement maintained high-quality user experiences.

requirements, and iterative refinement maintained design consistency while addressing all persona needs across the forty-four HTML pages developed.

AI Use Section:

AI Tool Name	Version, Account Type	Specific feature for which the AI tool was used
Claude code	2.0.26/Sonnet 4.5	polishing documentation.