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F25_3375_S4_G1_PatchBay

Summary:

During this reporting period, I focused primarily on researching UX/UI methodologies and improving the Figma design for our PatchBay gaming app. I explored layout patterns, interface components, and user flows commonly used in gaming apps. I also refined previous drafts by creating more organized wireframes and testing features like the community page, event screens, and user profile layouts. Additionally, I continued to review similar platforms to better identify features that would help our app stand out. These activities helped improve the structure, clarity, and overall direction of our design.

Work Log Table:

Date	Hours	Description of Work Done
Oct 26, 2025	2	Researched Figma tutorials and UI layout ideas
Oct 28, 2025	1.5	Worked on organizing screen structure in Figma
Oct 29, 2025	2	Created and refined app wireframes
Nov 1, 2025	1.5	Researched gaming platform UI patterns
Nov 2, 2025	1	Updated Figma components and navigation flow
Nov 5, 2025	1.5	Tested layout variations and color themes
Nov 6, 2025	2	Created draft
Nov 7, 2025	1	Research on improving user flow and accessibility

Nov 9, 2025	2	Improved grouping, spacing, and visual hierarchy
Nov 12, 2025	2	Try to finish the demo
Nov 13, 2025	1	Get feedback from others and improve
Nov 14, 2025	2	Clean up your papers and prepare them to present to your professor for feedback.

Description of Work Done:

During this phase, I spent a lot of time improving the PatchBay app prototype using Figma. I studied common UI structures from popular gaming and media platforms to understand what features users expected. Based on this research, I refined the wireframes, made the layout clearer, and improved the navigation flow. I experimented with screen variations, adjusted spacing, and prototyped interactive elements. Overall, these improvements helped create a more consistent and usable design direction for the app.

AI Use Section:

AI Tool Name	Version, Account Type	Specific Feature Used
ChatGPT (GPT-5)	Plus	Used for research support, writing improvements, and guidance on UI/UX decisions.
Figma AI	Free	Assisted in generating layout ideas, frames, and UI component suggestions.
Gemini	Free	Ask about the game application interface and functions

GitHub: https://github.com/Maxli97/F25_3375_S4_G1_PatchBay.git