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F25_3375_S4_G1_ PatchBay

Summary:

I came up with several ideas for this project and researched the gaming market to better understand user needs and current trends. In addition, I began exploring Figma to design and prototype our app concept. My teammate and I also held discussions to share ideas, evaluate each other's suggestions, and align our goals, which helped improve the overall direction and progress of the project.

Work Log Table:

Date	Hours	Description of Work Done
Oct 10, 2025	2	Come up with an idea for a gaming app and compare it to existing platforms like Discord and Steam
Oct 12, 2025	1.5	Learn about the gaming market and competitors
Oct 20, 2025	2	Create a draft of my idea
Oct 22, 2025	2	Learn and explore how to use Figma to apply to your project
Oct 24, 2025	1	Update GitHub with teammates

Description of Work Done:

During this reporting phase, I focused on brainstorming and refining my gaming app idea. I compared existing platforms like Discord and Steam to identify missing features that would help our app stand out. After analyzing the market, I sketched out the initial idea, focusing on improving player community engagement and event organization. I also started learning Figma to prepare for prototyping, creating some test layouts. Despite being busy with the exam schedule, we will tried to do well on this project.

AI Use Section:

AI Tool Name	Version, Account Type	Specific Feature Used
ChatGPT (GPT-5)	Plus	Used for brainstorming gaming app ideas, refining report writing, and improving project documentation.
Figma AI	Free	Assisted in generating initial layout suggestions and UI component ideas for the prototype.