

# Otakurino

## Progress Report Final

An ultimate one-stop app for anime and manga fans, offering streaming, manga reading, and merch integration all in one place.

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## Professor

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## Course

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

**Git:** [Otakurino](#)

**Figma:** [Prototype](#)

# Work Logs

Date	Number of Hours	Description of Work Done
Jan 9	1	Initial research on app ideas: <ul style="list-style-type: none"> <li>• App description/functions</li> <li>• App market/demographic</li> <li>• App name</li> <li>• App UI</li> <li>• App inspirations</li> </ul> Initially came up with manga/anime app.
Jan 16	.5	Set up group with members. Appointed Diego as Team Lead.
Jan 19	1	Researched and proposed 3 app ideas to group members: <ul style="list-style-type: none"> <li>• Manga/anime streaming and merch store <ul style="list-style-type: none"> <li>◦ All-in-one app for all things anime (watch, read, buy)</li> </ul> </li> <li>• Cooking recipe app <ul style="list-style-type: none"> <li>◦ A simple cooking recipe app</li> </ul> </li> <li>• Car enthusiast/collector app</li> </ul> Essentially works like every other e-commerce app, but connects vehicles, die-casts and other merch
Jan 20	.5	Brief discussion with group members about choosing top 3 apps to propose as our main app
Jan 22	1	Brief meeting with group right before presenting our 3 ideas to the professor via Zoom meeting. Ended up choosing the manga/anime app and calling it <b>Otakurino</b> .
Feb 6	.5	Initial research on app competitors and inspirations.
Feb 7	1	Further research: <ul style="list-style-type: none"> <li>• Brief description</li> <li>• Background research</li> <li>• PACT framework</li> </ul> Value proposition

Feb 8	1	Further research and documentation revision.
Feb 13	.5	<ol style="list-style-type: none"> <li>1. I spent time going through materials on requirements gathering to understand how to frame effective survey questions.</li> <li>2. We debated whether interviews or surveys would be better, and after weighing the pros and cons, we agreed that surveys would allow us to collect a wider range of responses more efficiently.</li> <li>3. Helped define the target users to ensure we reach the right audience.</li> </ol> <p>Participated in brainstorming different ways to distribute the survey, including online platforms and personal outreach.</p>
Feb 19	.5	<p>I contributed ideas for the types of questions we should include, ensuring they covered:</p> <ul style="list-style-type: none"> <li>• Users' background and experience.</li> <li>• The main difficulties they face.</li> </ul> <p>What solutions they currently use. Features they would like in a new solution.</p>
Feb 20	.5	<p>We met again to go over our progress and make adjustments as needed:</p> <ul style="list-style-type: none"> <li>• I participated in refining the survey structure, identifying areas where we could improve question clarity.</li> <li>• We reviewed any gaps in our questions to make sure we weren't overlooking anything important.</li> </ul> <p>Diego, took the responsibility of drafting the survey, and I was assigned to review it once it was ready.</p>
Feb 26	.5	<p>Another check-in meeting was held to finalize the structure before drafting began:</p> <ul style="list-style-type: none"> <li>• I looked over the flow of the survey to ensure it was logical and easy to follow.</li> <li>• We had discussions on making sure the questions weren't too complex</li> </ul> <p>Helped finalize the list of platforms where we'd distribute the survey.</p>
Feb 28	1.5	<ol style="list-style-type: none"> <li>1. I reviewed the first version in Google Forms and provided detailed feedback.</li> <li>2. I pointed out areas where wording could be</li> </ol>

		<p>simplified or made more precise.</p> <ol style="list-style-type: none"> <li>3. I went through the draft carefully to ensure that all key topics were addressed properly. The deadline for final feedback was set for March 2, and I planned to review it again before then.</li> </ol>
Mar 3	.5	<p>The finalized survey was submitted to Priya, for feedback:</p> <ul style="list-style-type: none"> <li>• Once our leader received and shared the feedback, I waited till Diego finished doing the Google Form</li> </ul> <p>Began sharing the Google Form with potential respondents.</p>
Mar 4	.5	<ol style="list-style-type: none"> <li>1. I started analyzing the responses that had come in so far, looking for any trends.</li> <li>2. I continued distributing the survey to reach more people.</li> </ol> <p>Had discussions with a few respondents to understand their perspectives better.</p>
Mar 5	.5	<ol style="list-style-type: none"> <li>1. Ongoing review of responses, paying attention to common patterns in the data.</li> <li>2. Reached out to more individuals to get additional feedback.</li> </ol> <p>Engaged in discussions to collect more qualitative insights alongside the survey data.</p>
Mar 6	0.5	<p>The group had a small discussion to plan out upcoming deadlines regarding requirements gathering and generation:</p> <ul style="list-style-type: none"> <li>• March 9: Individually create a persona and a scenario for this persona</li> <li>• March 10: Exchange personas and scenarios then generate requirements based on them</li> <li>• March 11: Submit generated requirements to group</li> <li>• March 12: Compile and analyze requirements generated from exchanged personas and scenarios</li> </ul> <p>March 14-16: Work on the requirements documentation with divided/designated parts to cover</p>

Mar 8	0.5	<p>Created a persona and user stories based mostly on my brother using the examples used in class, it covered:</p> <ul style="list-style-type: none"> <li>• Age</li> <li>• Work</li> <li>• Interests</li> <li>• Hobbies</li> <li>• Habits</li> <li>• Recent activities</li> <li>• Some topics regarding anime/manga: <ul style="list-style-type: none"> <li>◦ Favorite series</li> <li>◦ Merchandise purchase habits</li> <li>◦ Anime vs Manga</li> </ul> </li> <li>• Information lookup</li> </ul>
Mar 9	0.5	<ul style="list-style-type: none"> <li>◦ Decided to create a second persona with user stories based mostly on a close friend of mine. The coverage of the persona and user stories are basically the same as the one I made based on my brother.</li> </ul>
Mar 10	0.5	<p>I was given Diego's created persona and scenario to analyze. Using the exercise done in class, I attempted to generate some kind of personality traits, what the persona might be like, what they like, and what requirements they'd potentially need when using our app. My findings conclude:</p> <ul style="list-style-type: none"> <li>• The person is introverted, but wants to be more outgoing</li> <li>• The person is a homebody, but wants to be more active</li> <li>• The person has recently been in a slump as a result of losing their pet</li> <li>• Here are a few requirements that the person might need from our app: <ul style="list-style-type: none"> <li>◦ Alert system they've been on the app for too long</li> <li>◦ Some function to limit content consumption</li> <li>◦ Personalized recommendations</li> </ul> </li> </ul>

		<ul style="list-style-type: none"> <li>○ Ability to filter through different anime</li> <li>○ Ability to chat with friends and others, maybe connect with strangers</li> <li>○ Maybe some form of watch party and other social engagement system like forums/discussion boards</li> <li>○ A clean UI/UX to reduce distractions</li> <li>○ And more (as listed in Generated Requirements document)</li> </ul> <p>After finishing the requirements generation, I then submitted and showed it to my group the following day.</p>
Mar 12	0.5	<p>Quick team discussion to review completed tasks of analyzing the personas, scenarios and requirements generated making sure that they were aligned / relevant regarding our app. Some points discussed were:</p> <ul style="list-style-type: none"> <li>• Persona and scenario explanations</li> <li>• Reviewed and refined generated requirements</li> </ul> <p>Evaluated app features after compiling the requirements, identifying necessary adjustments and maybe potentially add new features</p>
Mar 13	0.5	<p>Another quick team discussion after class regarding our next upcoming tasks to finish our documentation. We discussed compiling all our user stories, requirements generated and user study findings/results. We had also discussed starting the Figma prototype which will include, but not limited to:</p> <ul style="list-style-type: none"> <li>• Initial setup</li> <li>• Mood board, branding, fonts, borders, colors, and maybe a sketchboard</li> <li>• App screens, icons, UI/UX design inspirations</li> <li>• These points will set the foundation for next steps for the documentation and for the final presentation.</li> </ul>
Mar 14	1.5	<p>Diego divided and distributed parts of the documentation for us to individually work on. I was</p>

		<p>tasked to provide analysis of our user study and how it may impact the requirements gathered and generated. Here are some key points I have provided in those parts:</p> <ul style="list-style-type: none"> <li>• Analyzed the purpose and objectives of a user study for effective requirements gathering</li> <li>• Outlined our study's goals, expected results, and key insights we aim to collect</li> <li>• Defined the study type, target audience, and areas covered in the survey</li> <li>• Provided the draft for our user study/survey questions for data collection</li> </ul> <p>Explored UI/UX design concepts with initial work in Figma</p>
Mar 16	0.5	<p>Did some quick finalizations:</p> <ul style="list-style-type: none"> <li>• Finalized some key aspects of our user study and requirements</li> <li>• Added a few charts and analysis for data visualization</li> <li>• Provided a little bit more insights into requirements gathering / generation</li> <li>• Finalized my work log</li> </ul>
Mar 21	3	<p>I've started working on the wireframing and prototyping process in Figma. Since I'm learning as I go, it took a bit of time to get comfortable with the tools. This is where most of my time was spent, looking up guides and such on how to do things.</p> <p>I first began by sketching out some initial ideas—focusing on how I want the app to look and how users would move through it. The main focus was designing the core screens and setting up navigation using a bottom navigation bar.</p> <p>I also added screen connections based on the ones Yaolong created to ensure everything flows properly.</p>

		<p>The screens I worked on include:</p> <ul style="list-style-type: none"> <li>• Anime/Manga Home</li> <li>• Anime/Manga Search</li> <li>• Anime/Manga Favorites</li> <li>• Anime/Manga Detail</li> </ul>
Mar 22	1	<p>I continued testing and refining the prototype for the final version. This round focused on adding a few more screens and integrating transitions and basic animations to improve the flow and feel of the app.</p> <p>Newly added elements include:</p> <ul style="list-style-type: none"> <li>• Video content screens</li> <li>• Video play/pause overlays</li> </ul>
Mar 23	1	<p>I made further adjustments by modifying the play/pause overlays for better clarity and usability. I also added the "X-Ray" feature, which displays additional information about characters, voice actors, and studios when video playback is paused.</p> <ul style="list-style-type: none"> <li>• Finally, I wrapped up by finalizing the work progress report and updating the work log.</li> </ul>
Mar 24	1	<p>Made some quick revisions to the video player screens:</p> <ul style="list-style-type: none"> <li>• Turning them into overlays instead of separate screens/pages</li> <li>• While also connecting other prototype interactions</li> </ul> <p>Added initial drafts for manga content list and page reader with overlay</p>
Mar 25	3	<p>Continued work on anime/manga selection screens:</p> <ul style="list-style-type: none"> <li>• Added season selection overlay</li> <li>• Merch tab with merch list</li> <li>• Details tab with list of cast and studio</li> <li>• Manga chapter selection tab</li> <li>• Volumes tab with grid view of available manga volumes</li> </ul>



		<ul style="list-style-type: none"> <li>Also added screenshots of other mobile competitor apps I've been using as inspirations/references.</li> </ul>
Mar 27	3	<p>Had a small discussion with the group about our progress and what we could add/polish to the prototype at the time:</p> <ul style="list-style-type: none"> <li>Revised how the video player overlay looked and how information is displayed</li> <li>Added a way to exit the player (context menu)</li> <li>Revised Yaolong's chat function</li> <li>Created the 'Theater Mode' screens for chat and details tabs</li> </ul> <p>Honestly, most of my time was spent going back and forth redoing and undoing some of my design decisions.</p>
Mar 28	2	<p>Continued to polish the video player:</p> <ul style="list-style-type: none"> <li>Changed the still image to better relay the information from 'Pause-to-Explore' feature</li> <li>Polished the context menu options and prototype interactions</li> <li>Added overlays for Theater Mode</li> </ul> <p>A few minor revisions to the player overlay</p>
Mar 30	1	<ul style="list-style-type: none"> <li>Continued polishing and adding more content into the details tab of Theatre Mode screens and prototype interactions.</li> </ul>
Mar 31	3	<p>Continued polishing and adding more content into the details tab of Portrait Mode screens:</p> <ul style="list-style-type: none"> <li>Overlay and prototype interactions</li> <li>Details list (studio, cast, opening/ending songs)</li> <li>Detailed info on voice actor</li> </ul> <p>Detailed info on studio and other works</p>
Apr 3	.5	<ul style="list-style-type: none"> <li>Quickly added a draft of 'Read-along' feature in the Theater Mode. I honestly forgot that we had promised this feature and did not create</li> </ul>

		it until after the user study had been conducted.
Apr 4	2	Polished 'Read-along' feature by adding actual chapter pages of the series. Fixed prototype interactions. More polishing of the chat functions (corrected how it should display text and how it should scroll).
Apr 6	1	<p>Filled in prototype evaluation user study sections:</p> <ul style="list-style-type: none"> <li>• Purpose of Prototype Evaluation</li> <li>• Main Objectives</li> <li>• Specific Objectives</li> </ul> <p>Choice of User Study and User Sample</p>
Apr 7	1	<ul style="list-style-type: none"> <li>• Just fixed a few interactions, added the actual manga chapter pages to better reflect functionality. Also used the history version history to check and measure time spent working for the progress report for our final report. Updated my summary for finalization.</li> </ul>

## Summary

Over the past month, I contributed to requirements gathering, persona creation, and user study analysis, while also learning and applying Figma to build and refine our prototype. I developed user personas, generated feature requirements, and helped analyze survey data to inform our design. In Figma, I created and connected key screens, designed the video player with Pause-to-Explore, added manga reading features, and polished UI interactions—learning the tool as I went. I also finalized my work log and helped prepare documentation for the final report and presentation.

# Closing and References

This section acknowledges any individuals or institutions that contributed to the development of this project. It also provides a list of references used throughout the proposal, ensuring proper citation of relevant literature, industry reports, and sources that support our research and analysis.

## References:

Otakurino Group 9. (2025). *Otakurino visual analytics, 2025*. Canva.

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