

Otakurino

Progress Report #1

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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Course

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

Git: [Otakurino](#)

Work Logs

Date	Number of Hours	Description of Work Done
Jan 16, 2025	0.5	<p>Group meeting:</p> <ul style="list-style-type: none"> • Three ideas for each teammate (9 for all) before the end of 19th; • Pick the top three ideas in the next meeting; • Book an appointment with Priya on 22nd.
Jan 17, 2025	1	<p>Checked the variable latest apps for idea gathering.</p> <ul style="list-style-type: none"> • Idea1: AR app, could use the data from google map to locate a user's current position and give any restraints in around. User could search any place then the app could navigate the path. The key different with other apps are: The building size will show on the screen; the navigation arrow with different colors by distance; block the traffic jam path. • Idea2: Flight Time Killer, a app will take 5G storage based on user's interest to pre-download films, cartoon, e-books to kill the time when user in air with no WIFI and born flight entertainment. Just input how long is the flight will take, use random suggestion or user manually choose.
Jan 18, 2025	0.5	<ul style="list-style-type: none"> • Idea3: Toxic bibliography, an app list all the toxic animal, insect and all the symptoms which help user positioning the risk in a short time. For example: Snake -> Color -> Shape -> which venom (give solution if it can be solved in home, if not give the nearest hospital phone call)

Jan 19, 2025	0.25	Shared ideas in group chart.
Jan 20, 2025	0.5	<p>Voted the nine ideas.</p> <ul style="list-style-type: none"> • Manga app (Otakurino) • Flight Time Killer app (FlightBuddy) • Personal Nutritionist and Meal Planner app (Nutriwise)
Jan 22, 2025	1	<p>Zoom meeting with Priya and got feedback for each idea.</p> <p>Compared with FlightBuddy (lack of competitive and practicality with other flight apps) and Nutriwise (need more knowledge for family apps), Otakurino has more entertainment and development elements. So, we decided to make it as our decision.</p>
Feb 13, 2025	0.5	<p>Spent some time looking up best practices for surveys so we wouldn't waste time on bad questions.</p> <p>Team debated whether interviews or surveys would be better, and a survey made the most sense because it's quicker and reaches more people.</p> <p>Helped figure out who we should target so we don't get random, irrelevant responses.</p> <p>Threw out some ideas on how we could share the survey, probably through online groups and asking people directly.</p>
Feb 19, 2025	0.5	Suggested some important topics we should cover, like, who are the users and what make they struggle with, what tools they're using now, and what features they'd actually want.
Feb 20, 2025	0.5	<p>Went through our list and helped clean up anything confusing or unnecessary.</p> <p>Made sure we weren't missing any key info that could help us later.</p> <p>Our leader was in charge of writing the first draft, so I just had to be ready to review it when it was done.</p>
Feb 26, 2025	0.5	We kept refining the wording so people wouldn't overthink their answers.

		Decided how we'd share the survey once it was ready, mainly online and through personal connections.
Feb 28, 2025	1.5	Gave feedback on anything that felt unclear to could be phrased better. Made sure the questions weren't too vague or confusing. Suggested a few small tweaks to make the survey easier to answer. Our deadline for final edits was March 2, so I planned to do another quick check before then.
Mar 3, 2025	0.5	Looked over the final version before we started sending it out. Helped share the survey link with the right people to get responses rolling.
Mar 4, 2025	0.5	Started checking the responses that came in to see if we were getting useful data. Helped spread the survey to more people. Chatted with a few respondents to get extra insights beyond what they wrote.
Mar 5, 2025	0.5	Still going through responses, looking for trends and interesting points. Helped get more people to fill out the survey.
Mar 6, 2025	0.5	Team planning for the milestones for the next step – Personas and Requirement. <ul style="list-style-type: none"> • Mar 9, make Persona from each person; • Mar 11, make Requirements in a meeting; • Mar 12, get feedback from Priya.