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.

Made by:

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Professor
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Course

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

Git: Otakurino

Work Logs

Date	Number of Hours	Description of Work Done
Jan 09, 2025	1	Initial research on app ideas: • App description/functions • App market/demographic • App name • App UI • App inspirations Initially came up with manga/anime app.
Jan 16, 2025	.5	Set up group with members. Appointed Diego as Team Lead.

Jan 19, 2025	1	Researched and proposed 3 app ideas to group members:
		• Manga/anime streaming and merch store
		   o All-in-one app for all things anime (watch, read, buy)
		• Cooking recipe app
		   o A simple cooking recipe app
		• Car enthusiast/collector app
		   o Essentially works like every other e-commerce app, but connects vehicles, die-casts and other merch

Jan 20, 2025	.5	Brief discussion with group members about choosing top 3 apps to propose as our main app
Jan 22, 2025	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 *Otakurino*.
Feb 6, 2025	.5	Initial research on app competitors and inspirations.
Feb 7, 2025	1	Further research: • Brief description • Background research

		• PACT framework • Value proposition
Feb 8, 2025	1	Further research and documentation revision.

Appendix A

References: List any references or sources used during the project development.

- Shonen Jump Mobile App
- MangaDex
- Amazon Prime Video
- YouTube
  - https://support.google.com/youtube/answer/9884579
- Crunchyroll
- *Anime Market Size, Share & Growth*. Grand View Research.
  - https://www.grandviewresearch.com/industry-analysis/anime-market
- *Number of Crunchyroll Subscribers 2012-2024*. Statista.
  - https://www.statista.com/statistics/594952/crunchyroll-users/