

Otakurino

Requirements Document

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](#)

Figma: [Prototype](#)

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Requirements Gathering

Purpose or Objectives for Requirements Gathering User Study

Purpose

The purpose of requirements gathering user study is to understand the needs, preferences, and behaviors of anime and manga enthusiasts to design *Otakurino* as the ultimate one-stop platform. By conducting this study, we aim to collect insights on content consumption habits, platform expectations, and purchasing behaviors to ensure a seamless and engaging user experience.

Main Objective

To identify and analyze user needs, expectations, and pain points related to anime streaming, manga reading, and merchandise shopping to develop a comprehensive and user-friendly platform.

Specific Objectives

This study aims to understand how anime and manga fans watch, read, and shop so we can build *Otakurino* in a way that fits their needs. By looking at their habits, challenges, and preferences, we can make sure the platform is easy to use and brings everything together in one place.

The specific objectives are as follows:

- Understand how often users watch anime and read manga, which platforms they use, and what devices they prefer for content consumption.
- Examine the difficulties users face when switching between multiple platforms and tracking their anime and manga progress.
- Investigate how users find new anime and manga and assess their willingness to pay for subscription services, including their current spending and pricing expectations.
- Analyze the types of anime-related merchandise users purchase, their preferred shopping platforms, and any difficulties they encounter in finding official or licensed products.
- Determine user interest in a platform that combines anime streaming, manga reading, and merchandise shopping, as well as the importance of social interactions such as online discussions, watch parties, and instant messaging.

Choice of user study and user sample

To gather insights on anime and manga consumption habits, platform usage, and user frustrations, the team selected a survey-based study as the most effective method. This approach allows for the collection of structured and controlled responses, making it easier to identify trends and patterns in user behavior. A survey format was chosen due to its efficiency in reaching a broad audience and its ability to generate quantifiable data for analysis.

The survey will primarily focus on college-aged students since they make up a large portion of the anime and manga community and are the most accessible within the team's network. However, to gain a broader perspective, the study will also consider responses from fans of all ages. This approach ensures a more diverse range of insights, helping to capture different habits and preferences across various groups.

To gain a clearer understanding of user behavior, respondents will be grouped based on their level of engagement, whether they primarily watch anime, read manga, or do both. This categorization will allow the team to compare experiences, highlight common issues, and explore opportunities for an all-in-one platform that caters to different types of fans.

The survey primarily consisted of Likert scale questions, yes-or-no questions, and multiple-choice questions, with an open-ended question at the end. Key areas covered includes the following:

- Frequency of anime and manga consumption
- Preferred platforms and devices
- Content discovery habits
- Subscription costs and willingness to pay
- Challenges with using multiple platforms
- Interest in community engagement, such as online discussions and social features
- Merchandise purchasing habits
- Interest in an all-in-one anime/manga platform

By covering these aspects, the team aimed to gather comprehensive insights into user behaviors and challenges, ultimately informing the design and features of the application to enhance user experience.

Draft of the User Study or Interview

This survey aims to understand how anime and manga fans engage with different platforms and any challenges they face. The survey should take no more than 10 minutes to complete.

Do you watch anime or read manga? *(Select one)*

- Yes, I watch anime and read manga
- Yes, I watch anime only
- Yes, I read manga only
- No, I do not watch anime or read manga

If "No" is selected, survey will end with this message:

"Thank you for your time! This survey is intended for those who engage with anime or manga."

Questions

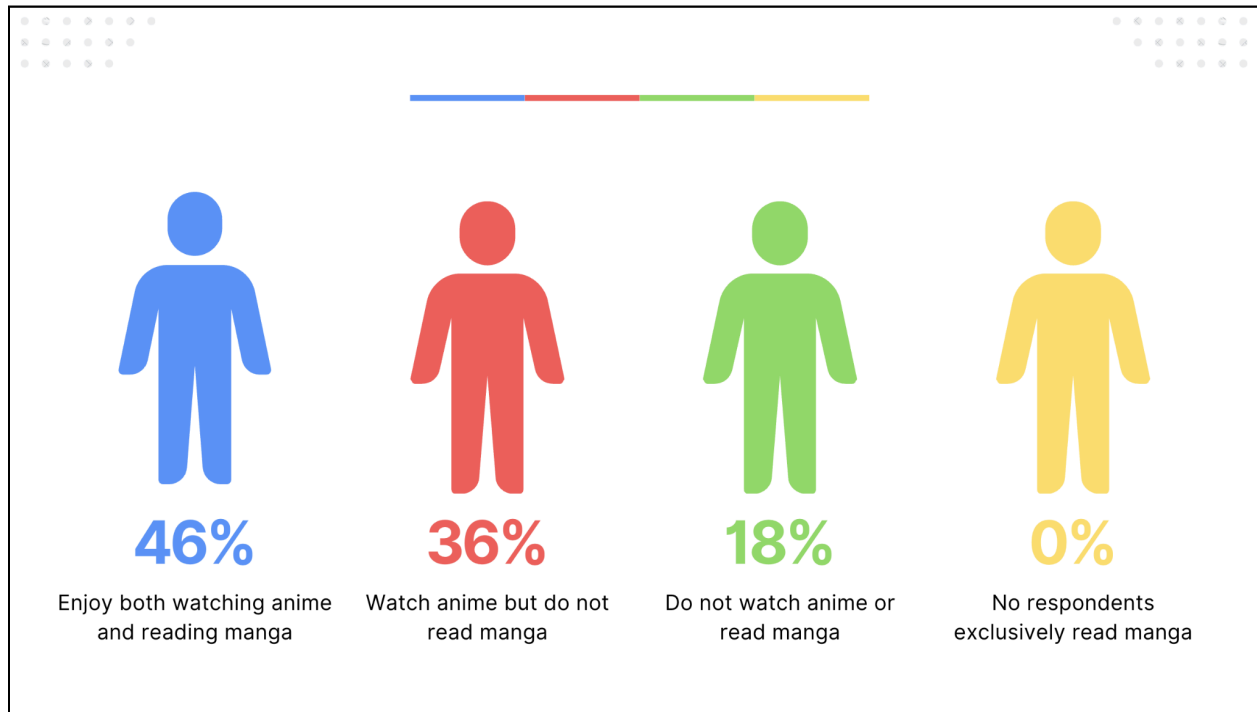
1. How often do you watch anime? *(Select one)*
 - Never
 - Rarely
 - Sometimes
 - Often
 - Always
2. How often do you read manga? *(Select one)*
 - Never
 - Rarely
 - Sometimes
 - Often
 - Always
3. Where do you usually watch anime? *(Select all that apply)*
 - Crunchyroll
 - Netflix
 - Hulu
 - Funimation
 - Disney+
 - Other
4. Where do you usually read manga? *(Select all that apply)*
 - Shonen Jump
 - Manga Plus
 - MangaDex
 - ComiXology

- Webtoon
 - Other
5. What device do you primarily use to watch anime? (*Select all that apply*)
- Smartphone
 - Tablet
 - Laptop/Desktop
 - Smart TV
 - Gaming Console
 - Other
6. What device do you primarily use to read manga? (*Select all that apply*)
- Smartphone
 - Tablet/e-Reader
 - Laptop/Desktop
 - Other
7. How do you usually discover new anime/manga? (*Select all that apply*)
- Social media (Twitter, Reddit, etc.)
 - Word of mouth/recommendations
 - Review websites (MyAnimeList, MangaDex, etc)
 - Streaming platform recommendations
 - Other
8. How much do you pay monthly for anime streaming subscriptions? (*Select one*)
- Less than \$5
 - \$5 - \$10
 - \$11 - \$15
 - More than \$15
 - I do not pay for a subscription
9. How much do you pay monthly for manga reading subscriptions? (*Select one*)
- Less than \$2
 - \$2 - \$5
 - More than \$5
 - I do not pay for a subscription
10. How often do you find yourself switching between different platforms to access anime, manga, and related content?
- Never
 - Rarely
 - Sometimes
 - Often
 - Always
11. (If picked multiple in #3 / #4) Do you sometimes find it difficult to remember where you left off when switching between different anime or manga platforms?

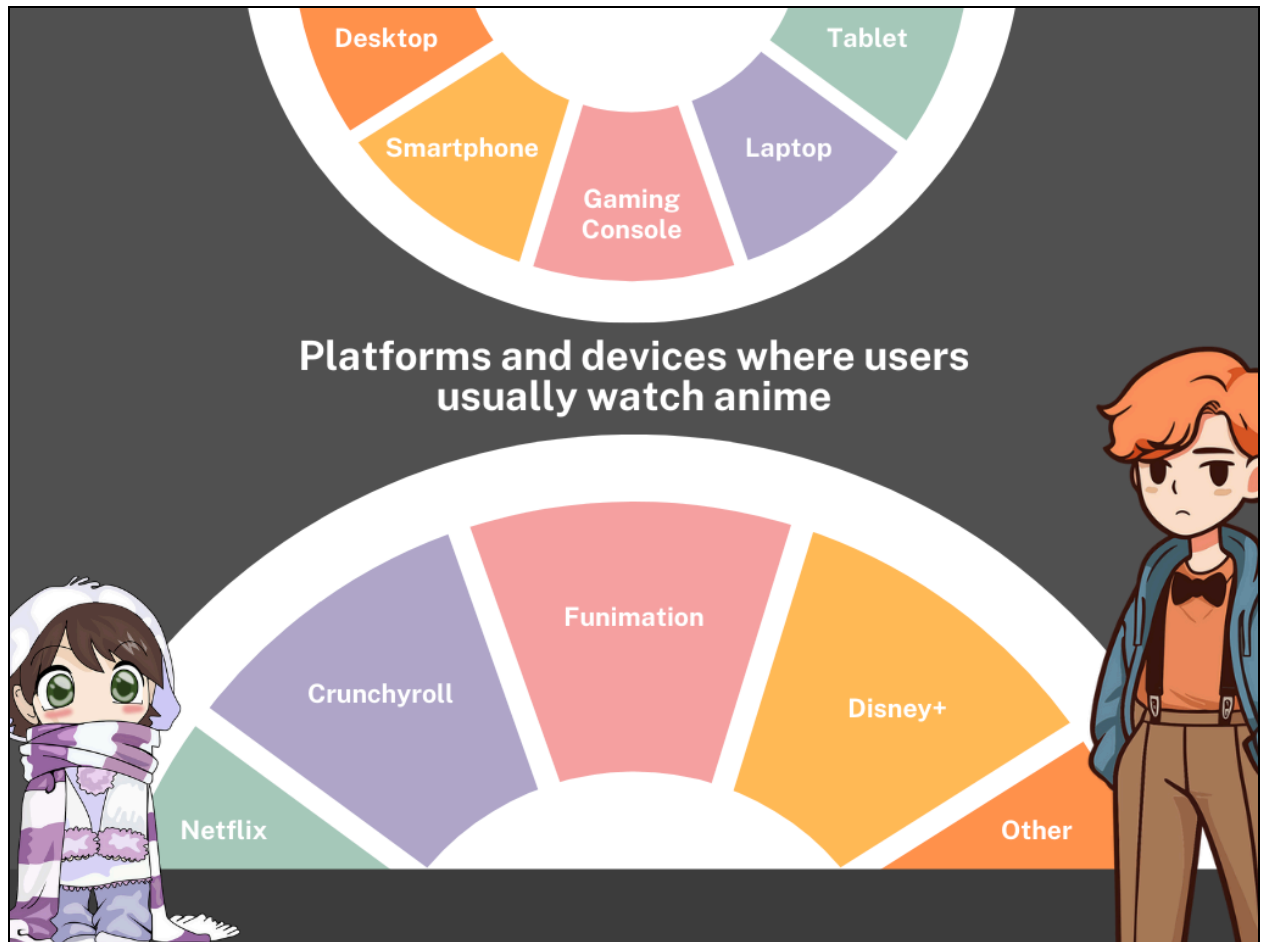
- Yes
 - No
12. What is the most frustrating part about using multiple platforms for anime and manga? (Select one)
- Finding where to legally watch or read content
 - Remembering which platform has what series
 - Keeping track of my progress across different platforms
 - Finding official merchandise
 - Other
13. Do you search for additional information while watching anime or reading manga?
- Yes
 - No
14. What kind of information do you typically look up while watching anime or reading manga? (*Select all that apply*)
- Character details
 - Voice actors
 - Theme songs & artists
 - Merchandise availability
 - Studio & production details
 - Anime adaptation
 - Creator's other works
 - Other recommended works in the same genre
 - Other
15. How do you keep track of where an anime episode aligns with its manga counterpart? (*Select one*)
- I don't track it
 - I look it up online
 - I use a tracking app
 - I rely on recommendations from others
16. How important is community interaction (e.g. watch parties, discussions) in your anime/manga experience?
- Not important at all
 - Slightly important
 - Moderately important
 - Very important
 - Extremely important
17. How often do you participate in online discussions or forums about anime or manga? (Select one)
- Regularly
 - Occasionally
 - Rarely

- Never
18. If anime and manga platforms included features like real-time discussions or reaction sharing, how likely would you be to use them?
- Not likely at all
 - Slightly likely
 - Moderately likely
 - Very likely
 - Extremely likely
19. Do you purchase anime-related merchandise? (*Select one*)
- Yes
 - No
20. What type of anime merchandise do you typically purchase? (*Select all that apply*)
- Figures & collectibles
 - Posters & wall art
 - Clothing & accessories
 - Blu-rays & DVDs
 - Other
21. Where do you usually buy anime-related merchandise? (*Select all that apply*)
- Online stores
 - Physical stores
 - I don't buy anime-related merchandise
22. How often do you find it difficult to locate official or licensed anime merchandise?
- Never
 - Rarely
 - Sometimes
 - Often
 - Always
23. Would you be interested in a single app that combines anime streaming, manga reading, and merchandise shopping rather than using multiple services? (*Select one*)
- Interested
 - Somewhat interested
 - Not interested
24. Is there anything else you'd like to share about your experience with anime, manga, or related platforms?

Data Visualization and Analysis

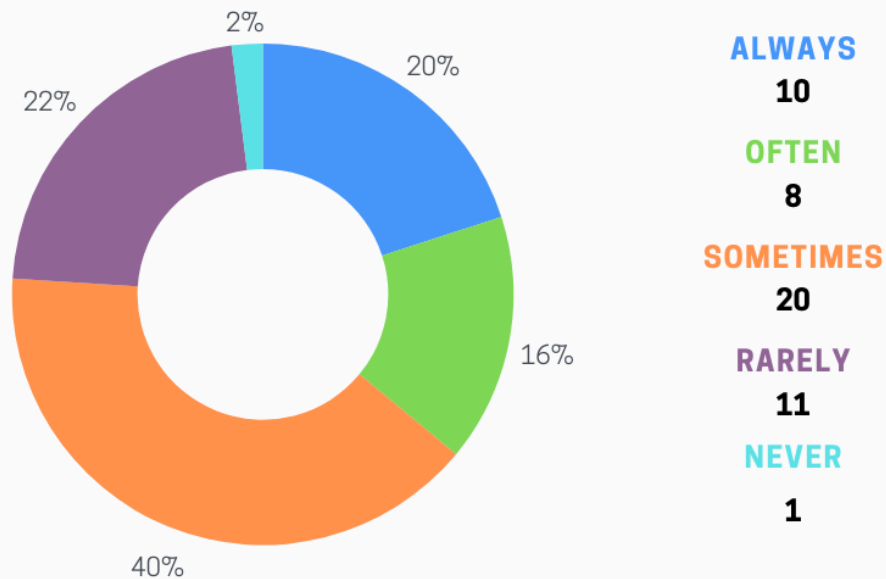


Out of 50 respondents, nearly half (**46%**) love both anime and manga, while another **36%** stick to just watching anime. This tells us that anime is the main gateway people get into this world of entertainment. Interestingly, **0%** of respondents exclusively read manga which means that every manga reader also watches anime. This shows that people who read manga are usually anime fans first, rather than the other way around. At the same time, **18%** of respondents haven't explored anime or manga yet, showing there's still room to introduce new audiences to these forms of entertainment. Understanding these trends helps content creators and platforms find fresh ways to engage people and create experiences that draw even more fans into the community.

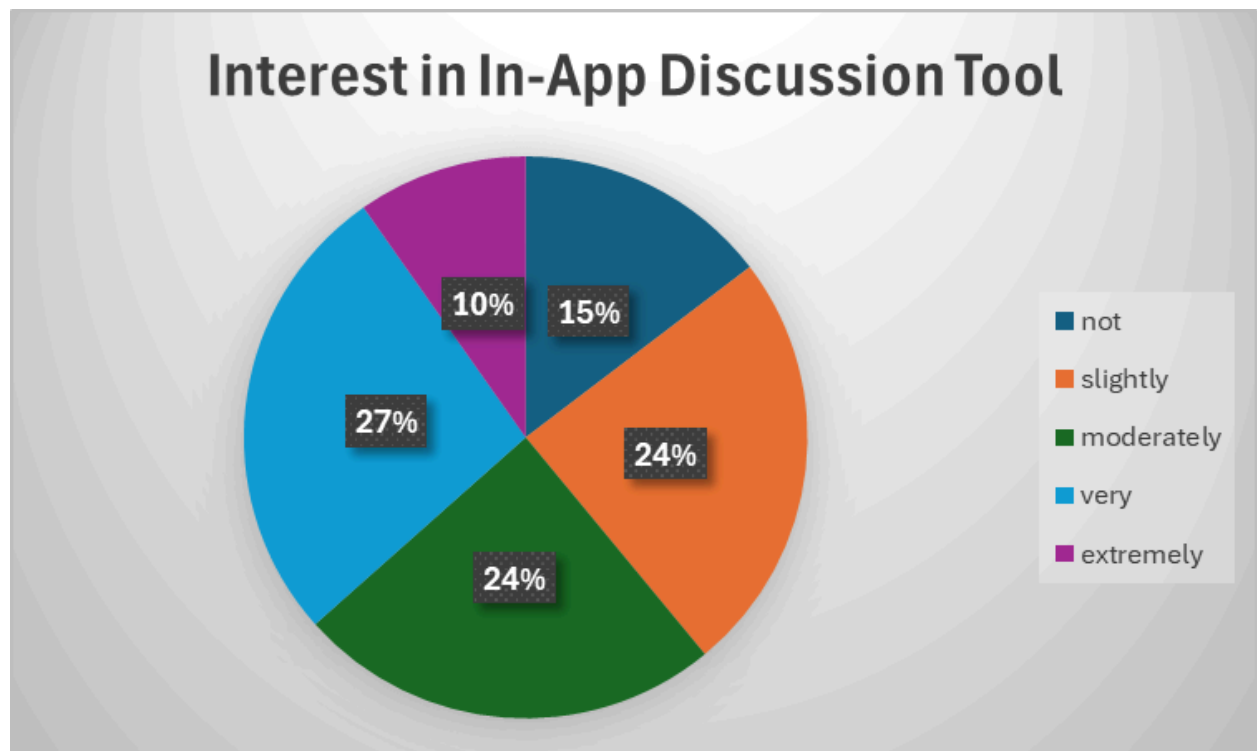
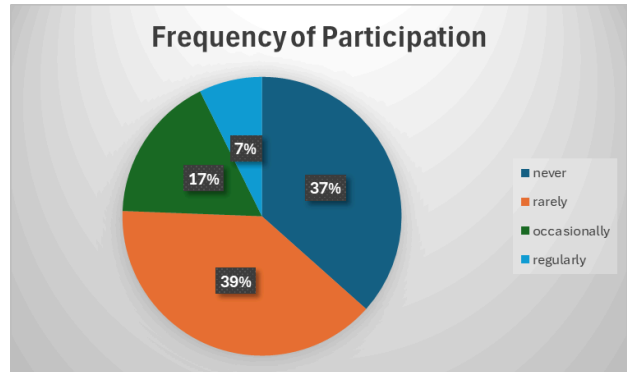
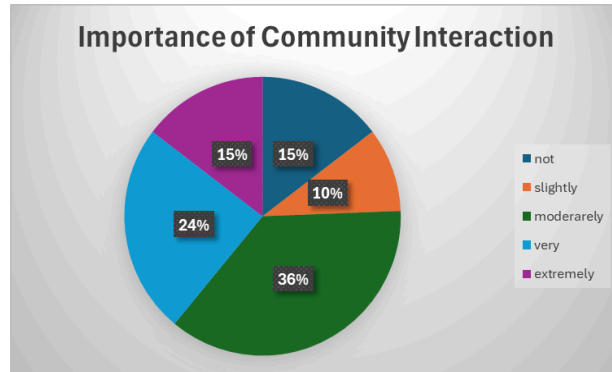


This visual breaks down where and how people are watching anime. At the top, it shows the different devices being used (*smartphones, desktops, laptops, tablets, and even gaming consoles*) proving that anime is accessible pretty much anywhere. Below that, the most popular streaming platforms stand out, with **Crunchyroll**, **Funimation**, **Netflix**, and **Disney+** leading the way. The 'Other' section hints at people finding alternatives beyond the big names.

FREQUENCY OF SWITCHING BETWEEN PLATFORMS FOR ANIME, MANGA, AND RELATED CONTENT



A lot of anime and manga fans constantly jump between different platforms just to keep up with their favorite content. Based on the data, **more than half** of the respondents switch platforms at least sometimes, with **20%** doing it all the time and **16%** often. Only a small fraction (**2%**) never switch at all. This just shows how scattered the experience can be, and it makes a strong case for an all-in-one platform that brings everything together in one place, making it easier and more seamless for fans to enjoy what they love.



The data suggest that while a majority of users (75%) value community interaction, actual participation is low, with 76% rarely or never engaging. Interest in an in-app discussion tool is moderate (51% very or moderately interested), indicating potential but also hesitation. Notably, major streaming platforms like Netflix, Amazon Prime Video, and Crunchyroll lack built-in discussion boards, leading users to external platforms like Reddit and MyAnimeList for engagement. This suggests an opportunity to integrate discussions seamlessly within an app, reducing fragmentation. To encourage participation, features like easy browsing, notifications for relevant topics, and gamification could help, alongside better UI/UX and content-driven prompts.

Insights from the Results

The survey shows that most respondents engage with anime first, but since no one exclusively reads manga, it's possible that manga readers also started with anime before getting into reading. However, some may have started with manga and later picked up anime. There are also people who haven't explored anime or manga yet, which means there's still an opportunity to introduce them to it.

People watch anime on different devices, like phones, laptops, and even gaming consoles, showing how accessible it is. But a big issue is that fans have to switch between platforms to find what they want. Feedback highlights frustrations like annoying ads, missing titles due to licensing issues, and the difficulty of finding legal sites. Some end up pirating because it's easier. Another common problem is that anime and manga platforms are separate, making access less convenient. Low-quality videos and bad user experience also ruin the experience for many. Overall, Otaku want a single platform where they can easily watch anime and read manga without these hassles.

Requirements Generation

Personas and Scenarios

Alex

- Age 21
- University student, studying computer science
- Introverted but social with close friends, thoughtful, determined but struggles with consistency
- Loves watching anime and TV shows, especially those with deep storytelling
- Passionate about sports like basketball and swimming but has recently lost motivation
- Enjoys spending time with friends but often prefers the comfort of home
- Wants to return to his active lifestyle but keeps postponing it
- Feels productive once he starts studying but struggles with procrastination
- Looking for ways to regain motivation and maintain a healthy balance between work and relaxation

User Story

- Alex enjoys anime and TV shows as a way to relax after intense coding sessions.

- He's very active in sports, playing basketball, swimming, and occasionally joining weekend runs with friends.
- Ever since he lost his dog, he's struggled with motivation, often skipping sports and choosing to stay home instead.
- Staying at home feels comforting, but he sometimes worries he's losing balance between his active lifestyle and downtime.
- He loves spending time with friends, whether playing sports or just hanging out, but lately, he's been less social.
- He tells himself he'll watch only one episode, but sometimes that turns into an entire afternoon of binge-watching.
- He enjoys anime with deep storytelling, often finding inspiration and emotional connection through the characters.
- He's been thinking about getting back into sports, not just for fitness but to clear his mind, but he keeps pushing it to "tomorrow."
- When he's focused, he's incredibly productive in his studies, but getting started is the hardest part.
- He wants to find a better balance between his studies, hobbies, and social life while still making time for the things he loves.

Michael

- Mid 30s
- Well-paying job as a nurse, but works all the time
- Anime-only
 - Only watches the bigger/more popular series
 - Favorites series is One Piece
- Buys merch
- Goes to conventions regularly
- Married, no kids
- 2 dogs
- A bit of a gamer
- Also interested in other geek/herd pop culture
 - Star wars
 - Lego
- Other likes
 - Cars
 - Food
 - Shoes
 - Trading cards

User Story

- He buys most of his anime stuffs from conventions and brick-and-mortars as he likes seeing/experiencing them first before buying
- Only usually able to do so during select weekends
- Most recent convention is just this past weekend (ECCC), where he bought shirts
- He even goes to smaller conventions just to see what they have
- Usually only prefers watching anime, but will rarely read big articles about the series he's watching like reading ahead just to be up to date as anime can lag way behind the manga
- Slightly prefers dubbed version vs subbed version
- Usually just gets recommended (by word of mouth or by streaming platforms) what anime to watch and what anime is currently popular/garnering a lot of attention
- He doesn't really care much about other things like the anime studio, op/ed songs, artists involved, etc.
- Follows anime collabs with other brands, most recently was the Lakers x One Piece collab just last week
- He has put up some merch display around his house
- He has other collectibles such as signed pieces and shoe collabs
- He would always try to get exclusive things such as brand collabs, funkopops, etc
- He would sometimes pay over retail for other things such as trading card game booster packs/boxes, would even tell his brother to check around his area if there are any available at retail price
- He also sometimes sells his exclusive items

Pichaël

- Early-30s
- Unemployed computing science student
- Mostly a manga reader, but watches anime if really interested
 - All-time favorites: Fullmetal Alchemist and Naruto
 - Current favorites: Jujutsu Kaisen, Kaiju No. 8, Sakamoto Days
- Lives alone
- Mostly buys minimal/small merch
- Not really into social media
- A huge gamer
- Also interested in other geek/nerd pop culture
- Other likes
 - Cars

- Food
- Shoes
- Sewing

User Story

- Mostly read manga even if the series has an on-going anime adaptation.
- Only watches the anime adaptation if it's his current favorite, if the studio is good and/or the animation has good reviews
- Prefers to read manga digitally on mobile device as physical manga can take up a lot of space
- Took up sewing as a hobby and has made a couple pieces inspired by some of the series he has interest in
- When he does watch anime, he uses some other pirating website, but pays a subscription for reading manga online
- Usually only follows more popular series on Shonen Jump (manga publishing entity), and lesser popular series on Manga Dex
- Looks up other series in the same genre and other series done by the creator
- Looks up animation studio and would sometimes base interest on studio reviews
- Looks up op/ed songs if they catch his ears and the artists' other works as he does listen to Japanese pop music from time to time
- If an unheard series catches his attention, he would start reading the manga series before/after watching the show
- Has/buys very little merch, some shirt/outerwear but mostly small things like lanyards and keychains
- He rarely goes to conventions, and only to big events • Follows brand collaborations
- Prefers subbed version vs dubbed

JiaXing

- Age: 36
- Job: An accountant
- Spare time: Game and workout streamer
- Like to record everything around him
- Has two children, living in Luxembourg
- Followed a lot of storytelling, game designer and movie/ cartoon recap channels in YouTube

- Likes 90s Cartoon (Saint Seiya & Transformers)

User Story

- After a layoff at 2 years old, he used half a year to find his current job. Workout and Anim helped him to release pressure and anxiety in the hard time.
- He often watches animation with his children, but the content for children on mainstream platforms is too low-age. He hopes that the "family mode" of the app can recommend classic old animations for the whole family while filtering out adult elements.
- As a streamer, he needs to quickly obtain GIFs of famous anime scenes/classic lines as live broadcast materials, but the existing tools have low retrieval efficiency and involve copyright risks.
- As his child is learning French and Luxembourgish, he tends to choose an app that supports switching between multiple language subtitles/dubbings, which not only satisfies his own nostalgic needs for Chinese, but also helps cultivate his child's language skills.
- I often find it difficult to trace the original works of my favorite YouTube commentary videos, so I want the App's "IP Universe Map" function to automatically link the animation, comics, games, and peripheral product information streams of the same IP.
- Luxembourg lacks anime communities and offline activities. He is eager to connect with like-minded people around the world through the app, participate in real-time barrage comments or challenges, and make up for the loneliness in reality.
- The resources of old anime such as "Saint Seiya" and "Transformers" are scattered on different platforms. He needs a one-stop App to aggregate classic works + derivative analysis (such as character archaeology and voice actor interviews).
- Influenced by Luxembourg's environmental protection concept, he resists physical peripheral consumption, but longs for the App's "Virtual Medal Hall" function, which allows him to unlock a 3D animated figure showroom by viewing achievements, satisfying his desire to collect and facilitating live broadcasts.
- Inspired by the game commentary channel on YouTube, he was eager to use the AI remix tool directly in the App to combine classic animation clips with live fitness footage to generate "hot training remixes" that could be created and disseminated without the need for professional editing skills.

Requirements Generation

- Customizable Profiles so users can tailor their experience based on their interests.
- Favorite Tracking for anime, manga, studios, and genres to keep everything organized.
- Parental Controls to ensure family-friendly content when needed.
- Multi-Language Support with subtitle and dubbing options for a seamless viewing experience.
- AI-Powered Recommendations that suggest anime and manga based on what users enjoy.
- Filtering & Categorization to help users find exactly what they're looking for.
- Time Management Tools to set reminders and track screen time for better balance.
- Auto-Save Progress so users can easily pick up where they left off.
- Trending Section highlighting what's popular right now in anime, manga, and characters.
- "IP (Intellectual Property) Universe Map" that connects anime, manga, games, and merchandise in one place.
- Convention & Event Listings to keep users updated on upcoming anime-related events.
- Live Discussions & Watch Parties to create shared viewing experiences.
- Messaging & Community Forums to connect with friends and other fans.
- Follow & Add Friends for a more social experience within the app.
- Social Media Sharing to post favorite moments directly to platforms like Facebook and Instagram.
- Subtitle & Dubbing Syncing to match preferred language settings.
- Notifications & Alerts for new episodes, manga chapters, and unfinished series.
- Advanced Search & Filters for easy browsing and discovery.
- Flexible Subscription Options to fit different budgets.
- Direct Shopping Links for official anime/manga merchandise.
- Studio, Creator, and VA Info so users can explore more works by their favorite creators.
- Virtual Collectibles & Achievements (like a "Virtual Medal Hall") to unlock 3D figures based on activity.

Synthesis of Requirements Gathering and Generation

Based on the generated requirements, users mostly want an all-in-one platform where they can watch anime, read manga, and interact with the community without switching between multiple apps. They value customizable profiles to track their favorite series and genres, along with notifications to keep up with new episodes, manga releases, and unfinished content.

Social interaction is a key aspect, as seen in the demand for live discussions, watch parties, direct messaging, forums, and a networking feature that lets users add or follow friends. This highlights how anime and manga are not just solo experiences but shared interests that fans want to talk about in real time.

AI-powered recommendations based on user activity, favorite genres, and emotions show that personalization is important. Users also want content filtering, parental controls, and time monitoring to ensure a safe and manageable experience, making the platform suitable for different age groups.

Language accessibility is another major concern, with users wanting content to sync with their preferred subtitles or dubbing. The mention of budget-friendly subscription options suggests that affordability is a big factor in choosing a platform.

Beyond just anime and manga, users also want real-time trending content, updates on anime-related events, direct links to official merchandise, and an easy way to explore works from studios, authors, and characters. The ability to share streams on social media shows how anime culture thrives in online spaces.

Overall, these requirements reflect the need for a **one-stop platform** that not only provides content but also enhances the user experience through accessibility, social engagement, and personalization.

Work Date/Hours logs for student (or each team member)

300389376 | Diego Pinlac II (*DiegoP_ProgressReport2*)

Date	Number of Hours	Description of Work Done
March 06, 2025	0.5	<p>Had a team meeting to plan out our next sprint and make sure everyone's on the same page about what needs to be done. We set the following deadlines:</p> <ul style="list-style-type: none">• March 9<ul style="list-style-type: none">◦ We're creating Personas and User Stories from scratch◦ Made sure they're realistic and properly structured.• March 11<ul style="list-style-type: none">◦ exchange the work among the team, then generate the functional requirements.◦ deadline of submission within the group• March 16 - submission of requirement gathering
March 08, 2025	0.5	<p>Gathered information for persona and story creation</p> <ul style="list-style-type: none">• I contacted one of my friend to gather insights for the persona• Asked him the following:<ul style="list-style-type: none">◦ Age◦ Program of study◦ Hobbies◦ Family background◦ Pets◦ Daily activities◦ Spare time activities◦ Any struggles in life◦ How he copes with challenges◦ Sports◦ Academic performance◦ Social life

March 09, 2025	0.5	<p>Creation of User Persona and Story</p> <ul style="list-style-type: none"> Used all the information gathered from Alex to create a detailed persona and user story, focusing on personality, habits, struggles, coping mechanisms, and motivations. (See Alex in Requirements Generation section for details) <p>Informed the group to analyze the persona and user story and generate requirements based on them.</p> <p>Assigned the tasks:: Diego - Yaolong and Reiben's 2nd persona Reiben - Diego's persona Yaolong - Reiben's 1st and 2nd persona.</p> <p>Set the submission deadline for March 11, 2025 at 11:59pm</p>
March 10, 2025	0.5	<p>Analyzed the persona created by Yaolong and generated requirements based on it. (See details below.)</p> <p>JiaXing</p> <p>Persona analysis</p> <ul style="list-style-type: none"> Family man Creative Fitness-oriented Confident Balances work, parenting, and content creation Motivated Likes to connect to people Loves gaming Must be good in math Family oriented Likes to watch cartoon/anime with hid kid <p>Requirements</p> <ul style="list-style-type: none"> Family mode feature that recommends classic cartoon/anime

		<p>suitable for both adults and children, and filters out explicit content.</p> <ul style="list-style-type: none"> • Instant GIF creation that is copyright-friendly • Supports multiple languages • Syncs subtitles and dubbing based on users preferred language • Automatically links content to the original works (Anime, comics, games, merchandise) • Social connections, and communities • One stop app that has everything he needs (classic works, merchandise, shows, characters, actors, etc) • Rewards, achievements • Integrated with AI to recommends shows based on users activity
March 11, 2025	0.5	<p>Analyzed the 2nd persona created by Reiben and generated requirements based on it. <i>(See details below.)</i></p> <p>Pichael</p> <p>Persona analysis</p> <ul style="list-style-type: none"> • Otaku • Loves reading than watching • Likes to listen to pop music • Independent, enjoys personal space • Anime merch collector • Hardcore gamer • Creative • Pays for manga subscription but pirates anime • Got lots of hobbies (gaming, sewing) <p>Requirements</p> <ul style="list-style-type: none"> • All-in-one library. Has anime and manga from different platforms • Designed for reading and watching on mobile

		<ul style="list-style-type: none"> • Integrated with AI that recommends manga and anime based on favorite genres • Music finder • Connects manga, anime, related works based, and merchandise to original works • Convention/event tracker • Supports multiple language • Syncs subtitles and dubbing based on users preferred language • Suggests legal ways to access anime/manga. • Budget friendly subscriptions <p>Submitted it to the group as soon as I finished generating the requirements.</p>
March 12, 2025	0.5	<p>Had a quick huddle with the group to go over how the task went and discuss the personas and requirements we generated. We went over each persona in detail and analyzed whether the requirements we came up with made sense for the app.</p> <p>Some of the things we discussed are the following:</p> <ul style="list-style-type: none"> • Each team member explained the personas they worked on, including their background, struggles, behaviors, etc. • Each of us also discussed the generated requirements and reviewed whether they accurately reflected the persons' needs. • We went over the features we were considering for the app, making sure they aligned with the generated requirements. Some features didn't seem as useful, while we also identified new ones that could be beneficial. <p>Ended the huddle and told them we will be having a meeting again tomorrow</p>

		(March 13) after the class to discuss our next steps.
March 13, 2025	0.5	<p>Had a quick huddle after the class to discuss our next sprint. We discussed the following:</p> <ul style="list-style-type: none"> • Creation of the Requirements Document and compiled everything we worked on the past few days including: <ul style="list-style-type: none"> ◦ Survey questions ◦ Results of survey in visual presentation ◦ User persona and stories ◦ Generated requirements • Prototyping using Figma <ul style="list-style-type: none"> ◦ Creating a new project and sharing it to everyone including Priya ◦ Discussed what to include in the figma project <ul style="list-style-type: none"> ■ Mood board ■ Branding <ul style="list-style-type: none"> • Font • Border • Colors ■ Application screens ■ Icons ■ Design inspirations
March 14, 2025	2	<p>Creation of the Requirements Document</p> <ul style="list-style-type: none"> • I created the template and shared it to everyone for them to add their inputs • Assigned the following tasks to the members: <ul style="list-style-type: none"> ◦ Diego <ul style="list-style-type: none"> ■ Results of Survey in visual presentation ■ Data analysis and Insights ◦ Reiben <ul style="list-style-type: none"> ■ Objectives ■ Choice of user study ◦ Yaolong <ul style="list-style-type: none"> ■ Drafts of user study ■ Compilation of User

		<p>Persona</p> <ul style="list-style-type: none"> ■ Generated Requirements <p>Created a new Figma project and added everyone as collaborators</p> <ul style="list-style-type: none"> ● Added section for the following: <ul style="list-style-type: none"> ○ Branding ○ Icons ○ Resources ○ Mood Board ○ Design Inspirations
March 16, 2025	1	<p>Finalizing the Requirements Document</p> <ul style="list-style-type: none"> ● Revised the Objectives section <ul style="list-style-type: none"> ○ Expanded and separated objects to Purpose, Main and Specific Object instead of just Main Objective to provide more clarity and structure. ● Revised Requirements Generation section. <ul style="list-style-type: none"> ○ Reviewed all listed requirements and removed redundancies ○ Combined similar bullet points ● Proofread the document to see if there are any remaining errors. <p>Shared figma project to Priya, pushed all the updated documents to our Repo and submitted the Requirements Document on BlackBoard.</p>

Summary

From **March 6 to March 16, 2025**, I managed my group and made sure we were on track with our tasks. I organized team meetings to plan out our sprint, set deadlines, and assign tasks so everyone knew what to do. I also gathered information for our user personas by reaching out to one of my friends and asking him detailed questions just to make sure that the personas were as realistic as possible. After that, I created and analyzed the personas, then used that to generate functional requirements for our project.

I also took charge of creating our Requirements Document by setting up the template, assigning sections to everyone, and making revisions where needed. I cleaned up the objectives section, removed redundant points, and proofread everything before submitting.

On the design side, I set up our Figma project, added everyone as collaborators, and organized sections for branding, design inspirations, and UI components.

300369479 | Reiben Lucero (ReibenL_ProgressReport2)

Date	Number of Hours	Description of Work Done
March 06, 2025	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">• March 9: Individually create a persona and a scenario for this persona• March 10: Exchange personas and scenarios then generate requirements based on them• March 11: Submit generated requirements to group• March 12: Compile and analyze requirements generated from exchanged personas and scenarios• March 14-16: Work on the requirements documentation with divided/designated parts to cover
March 08, 2025	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">• Age• Work• Interests• Hobbies• Habits• Recent activities• Some topics regarding anime/manga:<ul style="list-style-type: none">◦ Favorite series◦ Merchandise purchase habits◦ Anime vs Manga◦ Information lookup
March 09, 2025	0.5	<p>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.</p>
March 10, 2025	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</p>

		<p>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"> • The person is introverted, but wants to be more outgoing • The person is a homebody, but wants to be more active • The person has recently been in a slump as a result of losing their pet • Here are a few requirements that the person might need from our app: <ul style="list-style-type: none"> ◦ Alert system they've been on the app for too long ◦ Some function to limit content consumption ◦ Personalized recommendations ◦ Ability to filter through different anime ◦ Ability to chat with friends and others, maybe connect with strangers ◦ Maybe some form of watch party and other social engagement system like forums/discussion boards ◦ A clean UI/UX to reduce distractions ◦ And more (as listed in Generated Requirements document) <p>After finishing the requirements generation, I then submitted and showed it to my group the following day.</p>
March 12, 2025	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"> • Persona and scenario explanations • Reviewed and refined generated requirements • Evaluated app features after compiling the requirements,

		identifying necessary adjustments and maybe potentially add new features
March 13, 2025	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"> • Initial setup • Mood board, branding, fonts, borders, colors, and maybe a sketchboard • App screens, icons, UI/UX design inspirations <p>These points will set the foundation for next steps for the documentation and for the final presentation.</p>
March 14, 2025	1.5	<p>Diego divided and distributed parts of the documentation for us to individually work on. I was 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"> • Analyzed the purpose and objectives of a user study for effective requirements gathering • Outlined our study's goals, expected results, and key insights we aim to collect • Defined the study type, target audience, and areas covered in the survey • Provided the draft for our user study/survey questions for data collection • Explored UI/UX design concepts with initial work in Figma
March 16, 2025	0.5	<p>>did some finalization >added a couple charts / analysis</p>

		<p>>provide a bit more insights on requirements gathering and generation</p> <p>Did some quick finalizations:</p> <ul style="list-style-type: none"> • Finalized some key aspects of our user study and requirements • Added a few charts and analysis for data visualization • Provided a little bit more insights into requirements gathering / generation • Finalized my work log
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Summary

This past week and a half, our team planned and completed key tasks for requirements gathering, requirements generation, and documentation. I worked on gathering and refining requirements, creating personas based on potential real users and analyzing their needs for features our app may or may not already offer. After generating and reviewing the requirements with the team, we made appropriate adjustments to make sure they are within our goals. I also contributed a bit to our Figma prototype, helping shape the UI/UX with colors and screen designs. For our documentation, I was responsible for analyzing our user study, outlining its purpose, methodology, and key insights. I wrapped up by adding charts, refining insights, and finalizing my work log, ensuring we're prepared for the next steps and our final presentation.

300380547 | Yaolong Liu (YaolongL_ProgressReport2)

Date	Number of Hours	Description of Work Done
March 06, 2025	0.5	<p>Team planning for the milestones for the next step – Personas and Requirement.</p> <ul style="list-style-type: none">• Mar 9, make Persona from each person;• Mar 11, make Requirements in a meeting;
March 08, 2025	2	<p>Connected two of my friends to gather their cartoon and animation behaviors.</p> <ul style="list-style-type: none">• The first one (my former colleague) likes cartoons but not that fit for a Persona interview. What his favor is does not match as a common user. He uses illegal websites.• The second one (my deskmate in highschool) is a streamer:<ol style="list-style-type: none">1. Made note in message with him: what his hobby and what app and website he uses to watch manga and anime. Live style and some trivial matters.2. I tracked his bilibili channel to get what he usually watches, which other channels he is following, and what his routine he shared online. <p>https://space.bilibili.com/687229726?spm_id_from=333.1387.fans.user_card.click</p> <p>Then, summarize his background into the persona document and think about how our anime/cartoon app may be useful for him.</p>
Mar 10, 2025	1.5	<p>Analyzed two personas created by Reiben and generated requirements based on it. (See details below.)</p>

		<p>Persona 1 - Persona analysis</p> <ol style="list-style-type: none"> 1. Not young in age 2. busy (nurse, works all the time) 3. Middle class (Well-paying) 4. Specific audience 5. Collector 6. Animal friendly 7. Tracking hot spots 8. traditional fan 9. fashion 10. Insiders 11. physical buyer 12. Pay carefully 13. Only free in weekends 14. Only Anim no cartoon 15. real person feedback (prefers dubbed version vs subbed version) 16. not pursue brand 17. like Collector's Edition 18. Moderate sharing <p>Persona 2 - Persona analysis</p> <ol style="list-style-type: none"> 1. Still young 2. lack of money 3. both anime and manga, famous Japanese follower 4. solo, has more free time 5. Limited Collection 6. One man army 7. Game Master 8. prepare original design first 9. live in small place or minimalists 10. Strong hands-on ability 11. Curiosity in some illegal resources 12. exploration 13. brand important 14. like reading <p>Requirements</p> <ol style="list-style-type: none"> 1. Login/ Registration 2. Recommended nearby activities/GPS 3. Hobby Record 4. Subtitle Audio Selection 5. Interesting Tracking 6. Online-shopping + Physical store navigation 7. Studio news
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		8. Second-hand market & Limited Edition 9. Multi-user immersive interactive design 10. Deep Search (maybe illegal resource but in a temp way) 11. hands-on tutorial 12. Class the users by payment
March 13, 2025	0.5	Team planning for the next step: <ul style="list-style-type: none"> • Requirements Document • Make a Figma project for app's prototype
March 14, 2025	2	Go through all of the requirements and combine them together for what our app needs. In Figma, made some prototype: <ul style="list-style-type: none"> • Searched for some useful moodboards for our app, and collected color ideas. • Found potential Logo font online. • Used Krita to make Logo • Made the Login pages
March 16, 2025	0.5	Report time log. Check update.

Summary

From **March 6 to March 16, 2025**, I tried my best to find the most suitable candidate to get the reliable Persona. Shared the survey on social media to get more participants. Pushed some parts of the prototype on Figma and made some assets that could be used for the final version.

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.

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