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 : EX Design in Web & Mobile App

Git: Otakurino

Work Logs

Date	Number of Hours	Description of Work Done
Jan 16, 2025	0.5	 Group meeting: 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	7	 Checked the variable latest apps for idea gathering. Ideal: 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	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	 Voted the nine ideas. Manga app (Otakurino) Flight Time Killer app (FlightBuddy) Personal Nutritionist and Meal Planner app (Nutriwise)
Jan 22, 2025	1	Zoom meeting with Priya and got feedback for each idea. 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.