Otakurino

Progress Report #2

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

Work Logs

Date	Number of Hours	Description of Work Done
March 6	.5	The group had a small discussion to plan out upcoming deadlines regarding requirements gathering and generation: • 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 8	.5	Created a persona (Michael) and user stories based mostly on my brother using the examples used in class, it covered: • Age • Work • Interests • Hobbies • Habits • Recent activities • Some topics regarding anime/manga: o Favorite series o Merchandise purchase habits o Anime vs Manga o Information lookup
March 9	.5	Decided to create a second persona (Pichael) 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.
March 10	.5	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:
		- 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: - 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) After finishing the requirements generation, I then submitted and showed it to my group the following day.
March 12	.5	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: - 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	.5	Another quick team discussion 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: • Initial setup • Mood board, branding, fonts, borders, colors, and maybe a sketchboard • App screens, icons, UI/UX design inspirations These points will set the foundation for next steps for the documentation and for the final presentation.
March 14	1.5	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: • 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	.5	Did some quick finalizations: • Finalized some key aspects of our user study and requirements • Added more charts and analysis for data visualization • Provided a little bit more insights into requirements gathering / generation • Finalized my work log
March 20	.5	Brief group discussion regarding schedules and deadlines. Discussed with Priya then team regarding which user requirements are to be implemented in the prototype. Diego appointed tasks after dividing the workload amongst us.
March 21	4	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 time was spent on, looking up guides and such on how to do things. 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. I also added screen connections based on the ones Yaolong created to ensure everything flows properly. The screens I worked on include: • Anime/Manga Home • Anime/Manga Search • Anime/Manga Favorites • Anime/Manga Detail
March 22	1	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. Newly added elements include: • Video content screens • Video play/pause overlays
March 23	1	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. Finally, I wrapped up by finalizing the work progress report and updating the work log.

Summary

Over the past two weeks, our team planned and completed several key tasks related to requirements gathering, generation, and documentation. I focused on identifying and refining user requirements by creating personas based on potential real users and analyzing their feature needs in relation to what our app currently offers. After reviewing the generated requirements with the team, we made necessary adjustments to ensure they aligned with our project goals. I also contributed to our Figma prototype by shaping the UI/UX through color choices and screen designs. As part of the documentation process, I was responsible for analyzing our user study—outlining its purpose, methodology, and key insights—then finalizing that section with visual charts and summaries.

In addition to this, I began working on the wireframing and prototyping process in Figma. As I'm still learning the tool, it took some time to get comfortable, but I started by sketching out initial ideas focused on user flow and navigation using a bottom navigation bar. I designed several core screens including Anime/Manga Home, Search, Favorites, and Detail, and linked them to the screens created by Yaolong for a more cohesive flow. I continued refining the prototype by adding new screens, transitions, and animations—specifically for video content and playback interactions. I enhanced the video play/pause overlays for better clarity and added an "X-Ray" feature that reveals contextual details like voice actors, characters, and studios when a video is paused. I wrapped up my contributions by finalizing my work log and ensuring our documentation is ready for the next project phase and final 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. https://www.canva.com/design/DAGhwCBPJ74/44QxuGjcGrDGzyrHX7KNqA/view?utm_content=DAGhwCBPJ74&utm_campaign=designshare&utm_medium=link2&utm_source=uniquelinks&utlId=h6248f9e2b6

Otakurino Group 9. (2025). *Anime and Manga Experience Survey (Responses)* [Unpublished raw data]. Google Sheets. https://docs.google.com/spreadsheets/d/1WgXkCmwhWiTeb2UyB5uPcZyuzVxSw9TOuUfh8bQzSjM/edit?usp=drive_link