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.

Made by:

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Professor

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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 06, 2025	0.5	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:
		• March 9
		  ○ We're creating Personas and User Stories from scratch
		  ○ Made sure they're realistic and properly structured.
		• March 11
		  ○ 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	Gathered information for persona and story creation
		• I contacted one of my friend to gather insights for the persona
		• Asked him the following:
		  ○ 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	Creation of User Persona and Story • 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*) Informed the group to analyze the persona and user story and generate requirements based on them. Assigned the tasks:: Diego - Yaolong and Reiben's 2nd persona Reiben - Diego's persona Yaolong - Reiben's 1st and 2nd persona. Set the submission deadline for March 11, 2025 at 11:59pm
March 10, 2025	0.5	Analyzed the persona created by Yaolong and generated requirements based on it. *(See details below.)* **JiaXing** **Persona analysis** ● 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 **Requirements** ● Family mode feature that recommends classic cartoon/anime suitable for both adults and children, and filters out explicit content.

		• 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	Analyzed the 2nd persona created by Reiben and generated requirements based on it. *(See details below.)* **Pichael** **Persona analysis** • 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) **Requirements** • All-in-one library. Has anime and manga from different platforms • Designed for reading and watching on mobile • 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 Submitted it to the group as soon as I finished generating the requirements.
March 12, 2025	0.5	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. Some of the things we discussed are the following: • 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. Ended the huddle and told them we will be having a meeting again tomorrow (*March 13*) after the class to discuss our next steps.

March 13, 2025	0.5	Had a quick huddle after the class to discuss our next sprint. We discussed the following: ● Creation of the Requirements Document and compiled everything we worked on the past few days including: ○ Survey questions ○ Results of survey in visual presentation ○ User persona and stories ○ Generated requirements ● Prototyping using Figma ○ Creating a new project and sharing it to everyone including Priya ○ Discussed what to include in the figma project ■ Mood board ■ Branding ● Font ● Border ● Colors ■ Application screens ■ Icons ■ Design inspirations
March 14, 2025	2	Creation of the Requirements Document ● I created the template and shared it to everyone for them to add their inputs ● Assigned the following tasks to the members: ○ Diego ■ Results of Survey in visual presentation ■ Data analysis and Insights ○ Reiben ■ Objectives ■ Choice of user study ○ Yaolong ■ Drafts of user study ■ Compilation of User Persona ■ Generated Requirements

		Created a new Figma project and added everyone as collaborators ● Added section for the following: ○ Branding ○ Icons ○ Resources ○ Mood Board ○ Design Inspirations
March 16, 2025	1	Finalizing the Requirements Document ● Revised the Objectives section ○ 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. ○ Reviewed all listed requirements and removed redundancies ○ Combined similar bullet points ● Proofread the document to see if there are any remaining errors. Shared figma project to Priya, pushed all the updated documents to our Repo and submitted the Requirements Document on BlackBoard.
March 20, 2025	0.5	We did a huddle after the class to discuss our next plan. ● meeting/planning for next deliverables ○ Prototyping ○ Mood board ○ User journey map ○ Navigation (map) (optional) - planning to do if we have enough time ● Delegated tasks to team members ○ Yaolong ■ Creation of logo ■ Login ■ registration

		■ Profile ■ settings (preference, etc.) ■ Animation (if we have enough time) ○ Reiben ■ list of anime ■ list of manga ■ single pages ○ Diego ■ onboarding pages ■ navigations ■ Drawers ■ compilation of everything ■ documentation
March 21, 2025	4	I started drafting the final report document, and compiling all the past documents and putting it into the final report. I also designed the mood board, and user journey map that fits the concept of our project. Additionally, I began working on the Figma prototype with the following updates: ● Compiled all the current screens made by my other team mates into a separated page (*Final Prototype. See figma for more info*) in figma and started revising it. ○ Made login and registration look more minimal and professional, added background image to make it feel more anime theme ● Created drawer for editing the profile, notifications, and settings for easy access ● Revised Raben's work at home page and used real anime cover photos ● Modified search page and added additional screen of how it will look like when user interacted with it ● Applied connections between

		screens and tested it using the Figma Preview feature Assisted my team mates with their assigned tasks.
March 22, 2025	0.5	I assisted Reiben with his concern about switching the device from portrait to landscape mode by researching how to achieve it. We haven't implemented it yet, as we are still figuring out how to integrate it properly, especially considering the video player in our app.

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.

From March 20 to March 23, we began working on the Figma prototype. I assigned tasks to each team member based on their responsibilities.

- Yaolong
    - Creation of logo
    - Login
    - registration
    - Profile
    - settings (preference, etc.)
    - Animation (if we have enough time)
- Reiben

    - list of anime
    - list of manga
    - single pages
- Diego
    - onboarding pages
    - navigations
    - Drawers
    - compilation of everything
    - Documentation

For visual representation of what we did, you may visit our Prototype (*Figma*).

Drawer
otakurino
John Doe
UID: 668505517
Subscribes: 169
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Notifications
Settings
Sign Out
Home
otakurino
Anime
Manga
New episodes
Continue watching
Recommendations
Home
Search
Favorites
Account
Anime Detail
Anime
Manga
Kaiju No. 8
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Select Season
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Comedy
Drama
Fantasy
Horror
Music
Mystery
Psychological
Romance
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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