

# 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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A stylized, handwritten signature in black ink, appearing to be 'Reiben' followed by a flourish.

## Professor

Padmapriya Arasanipalai Kandhadai

## Course

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

Git: [Otakurino](#)

# Work Logs

Date	Hours	Description of Work Done
Jan 09, 2025	1	Initial research on app ideas: <ul style="list-style-type: none"> <li>• App description/functions</li> <li>• App market/demographic</li> <li>• App name</li> <li>• App UI</li> <li>• App inspirations</li> </ul> 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: <ul style="list-style-type: none"> <li>• Manga/anime streaming and merch store <ul style="list-style-type: none"> <li>◦ All-in-one app for all things anime (watch, read, buy)</li> </ul> </li> <li>• Cooking recipe app <ul style="list-style-type: none"> <li>◦ A simple cooking recipe app</li> </ul> </li> <li>• Car enthusiast/collector app <ul style="list-style-type: none"> <li>◦ Essentially works like every other e-commerce app, but connects vehicles, die-casts and other merch</li> </ul> </li> </ul>
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 <b>Otakurino</b> .
Feb 6, 2025	.5	Initial research on app competitors and inspirations.
Feb 7, 2025	1	Further research: <ul style="list-style-type: none"> <li>• Brief description</li> <li>• Background research</li> <li>• PACT framework</li> <li>• Value proposition</li> </ul>
Feb 8, 2025	1	Further research and documentation revision.
Feb 13, 2025	.5	1. I spent time going through materials on requirements gathering to understand how to frame

		<p>effective survey questions.</p> <ol style="list-style-type: none"> <li>2. We debated whether interviews or surveys would be better, and after weighing the pros and cons, we agreed that surveys would allow us to collect a wider range of responses more efficiently.</li> <li>3. Helped define the target users to ensure we reach the right audience.</li> <li>4. Participated in brainstorming different ways to distribute the survey, including online platforms and personal outreach.</li> </ol>
Feb 19, 2025	.5	<p>I contributed ideas for the types of questions we should include, ensuring they covered:</p> <ul style="list-style-type: none"> <li>• Users' background and experience.</li> <li>• The main difficulties they face.</li> <li>• What solutions they currently use. Features they would like in a new solution.</li> </ul>
Feb 20, 2025	.5	<p>We met again to go over our progress and make adjustments as needed:</p> <ul style="list-style-type: none"> <li>• I participated in refining the survey structure, identifying areas where we could improve question clarity.</li> <li>• We reviewed any gaps in our questions to make sure we weren't overlooking anything important.</li> <li>• Diego, took the responsibility of drafting the survey, and I was assigned to review it once it was ready.</li> </ul>
Feb 26, 2025	.5	<p>Another check-in meeting was held to finalize the structure before drafting began:</p> <ul style="list-style-type: none"> <li>• I looked over the flow of the survey to ensure it was logical and easy to follow.</li> <li>• We had discussions on making sure the questions weren't too complex</li> <li>• Helped finalize the list of platforms where we'd distribute the survey.</li> </ul>
Feb 28, 2025	1.5	<ol style="list-style-type: none"> <li>1. I reviewed the first version in Google Forms and provided detailed feedback.</li> <li>2. I pointed out areas where wording could be simplified or made more precise.</li> <li>3. I went through the draft carefully to ensure that all key topics were addressed properly.</li> <li>4. The deadline for final feedback was set for March 2, and I planned to review it again before then.</li> </ol>
Mar 3, 2025	.5	<p>The finalized survey was submitted to Priya, for feedback:</p> <ul style="list-style-type: none"> <li>• Once our leader received and shared the feedback, I</li> </ul>

		<p>waited till Diego finished doing the Google Form</p> <ul style="list-style-type: none"> <li>• Began sharing the Google Form with potential respondents.</li> </ul>
Mar 4, 2025	.5	<ol style="list-style-type: none"> <li>1. I started analyzing the responses that had come in so far, looking for any trends.</li> <li>2. I continued distributing the survey to reach more people.</li> <li>3. Had discussions with a few respondents to understand their perspectives better.</li> </ol>
Mar 5, 2025	.5	<ol style="list-style-type: none"> <li>1. Ongoing review of responses, paying attention to common patterns in the data.</li> <li>2. Reached out to more individuals to get additional feedback.</li> <li>3. Engaged in discussions to collect more qualitative insights alongside the survey data.</li> </ol>
Mar 6, 2025	.5	<p>Had a team meeting to plan out the next sprint and make sure we're all on the same page with what's coming up:</p> <ul style="list-style-type: none"> <li>• March 9 <ul style="list-style-type: none"> <li>◦ We'll be creating Personas and User Stories from scratch.</li> <li>◦ Deadline of submission of Personas and User stories</li> </ul> </li> <li>• March 11 <ul style="list-style-type: none"> <li>◦ We'll share our work and get to work on generating the functional requirements.</li> <li>◦ Deadline of submission of the functional requirements</li> </ul> </li> <li>• March 12 <ul style="list-style-type: none"> <li>◦ Meet with Priya to get her feedback on the survey results and our progress.</li> </ul> </li> <li>• March 16 <ul style="list-style-type: none"> <li>◦ We'll submit the finalized requirement gathering.</li> </ul> </li> </ul>

# 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/>