**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](https://github.com/TechSavvyCoder/W25_3375_S1_G9_Otakurino.git)

**Figma**: [Prototype](https://www.figma.com/design/A0Q3pAqiHAUZnPvhe5HVPP/W25_S1_G9_Otakurino?node-id=0-1&t=dW35uPn0gfF21aN6-1)

# **Work Logs**

| **Date** | **Number of Hours** | **Description of Work Done** |
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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 *Anime and Manga Experience Survey (Responses)* [Unpublished raw data].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>