Progress Report – 2

Name: Sachini Epa

Student ID: 300381972

Project Name: W25_3375_S1_G2_GreenNest

Work Date/ Hours Logs:

Date	Number of Hours	Description of work done
Jan 22, 2025	1	Research on potential app ideas
Jan 23, 2025	1	Background search on the Green Nest app idea and its features.
Jan 26, 2025	1	Brainstorming session with the professor and discussion with the team to finalize an idea.
Feb 01, 2025	0.5	Google Meet meeting with the team members to plan the project proposal document.
Feb 03, 2025	0.5	Creating the GitHub repository with the ReadMe file and adding collaborators.
Feb 05, 2025	0.5	Working on the project proposal – Proposed App idea for the prototype
Feb 06, 2025	0.75	Working on the project proposal – Proposed App idea for the prototype
Feb 07, 2025	0.5	Working on the project proposal – value proposition, title page and closing
Feb 09, 2025	1	Final touches to the proposal document and submission
Feb 13, 2025	1	Reading online material to familiarize myself with Figma.
Feb 17, 2025	1.5	Watching the Requirement Gathering video posted on blackboard and had a group discussion to go through the requirement document guidelines and plan the next steps
Feb 25, 2025	1	Watching YouTube materials to familiarize with the Figma features.
Mar 05, 2025	1	Group discussion to discuss the next steps, modifications to the user survey and sending the user survey to the professor for feedback.
Mar 06, 2025	0.5	Creating a draft requirement document, modifying the user survey based on the professor's feedback.
Mar 08, 2025	0.5	Sending out surveys and following up
Mar 12, 2025	1	Going through the example personas and writing a persona for the project.
Mar 13, 2025	0.5	Group meeting - Discussed the next steps with the group members.
Mar 15, 2025	2	Working on the requirements document, analyzing Fredrick's

		persona for requirement generation, creating the group and project in Figma.
Mar 16, 2025	1	Fine tuning the requirements document and submission.
Mar 20, 2025	0.5	Group meeting – Discussed the design of the prototype.
Mar 22, 2025	1	Browsing the Figma community to find useful resources for our app design.
Mar 23, 2025	1	Group meeting – Divided the workload among the members and dug deeper into how each screen should look like, color scheme
Mar 23, 2025	2	Sketching the progress tracker and gamification screens.

Description of work done:

- **Jan 20 – Jan 26**: This week, I researched for novel app ideas and did a thorough search on the ideas, discussed it with the group members and had a brainstorming session with the professor.
- **Jan 27 – Feb 2**: This week, our team had a meeting via Google meet to discuss the ideas after professor's feedback, finalized the idea of the GreenNest app and planned the work for the project proposal submission.
- **Feb 3 – Feb 9**: This week, I created the GitHub repository for my team along with the readme file and worked on the project proposal document for the submission.
- **Feb 10 – Feb 16**: This week, I searched for materials to familiarize my self with Figma and went through it.
- **Feb 17 – Feb 23**: This week, after watching the requirements gathering video available on blackboard, we had a group discussion to plan the work for the next group submission, the requirements document.
- **Feb 24 – Mar 2**: This week, I searched for good YouTube videos to learn Figma and when through the basic ones.
- **Mar 3 – Mar 9**: This week, we had a group discussion to discuss possible modifications to the user survey and the next steps. As agreed during our meeting, I sent the survey for the professor's feedback and then modified the survey as per the comments. Then the survey was sent to a selected group people to get their feedback.
- **Mar 10 – Mar 16**: This week, we prepared further for the requirements document, and I came up with a persona after carefully studying the provided materials. Then, I analyzed Fredrick's persona to generate requirements then collaborated with my group members to complete the requirements document.
- **Mar 17 – Mar 23**: This week, we started planning the design of our prototype and I looked into the Figma community to find relevant resources we can make use of when designing our app. We also had two group meetings mid-week and end of the week to plan the design, finalize the color theme and logo, and divide the workload among ourselves. I also sketched the

gamification and the progress tracker screens to start prototyping the app in Figma for a better idea.