

HelpLoop

**Turning Everyday help into a rewarding
Experience**

By:

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Course and Section:

CSIS 3375
001

Video Link:

https://drive.google.com/file/d/19V4yhctVI5r_hKmlKRc8JZeqXSkzRZxE/view?usp=sharing

AI Use Section

AI Tool Name	Version, Account Type	Specific feature for which the AI tool was used
ChatGPT	GPT-5.2, Plus	I used ChatGPT to generate visual assets such as app logo concepts, navigation bar icons (Home, Challenges, Add Task), category images (e.g., Household Help), and simple splash screen background ideas to support the UI design process.
ChatGPT	GPT-5.2, Plus	I also used ChatGPT for minor assistance in refining UI text labels and ensuring consistent naming for screens and categories within the Figma design.

Value Addition

I independently designed and implemented the complete mobile app prototype in Figma, including all screen layouts, components, color themes, typography choices, auto-layout usage, and prototype interactions. The AI-generated images and icons were used only as **supporting visual references or base assets**. I manually reviewed, selected, modified, and integrated these assets to ensure they aligned with the app's professional design theme and usability goals. All creative decisions, structural design, and final implementation were completed by me.

Appendix: Prompt History Summary

Below is a summary of prompts I used during the design and preparation phase of this project:

- Generate an app logo using an infinity symbol with a purple-blue gradient theme

- Create navigation bar icons (Home, Challenges, Add Task) with no background
- Create a category image for “Household Help” that matches a professional UI theme

Work Logs

Sehjalpreet Kaur

Date	Hours	Description of work
Jan 23, 2026	1.5	Brainstorming app idea and core features
Jan 25, 2026	2	Conducted background research and competitor analysis
Feb 01, 2026	1.5	Organised proposal structure and coordinated team input
Feb 01, 2026	1	Watched introductory Figma tutorial videos to understand interface and basic tools
Feb 02, 2026	1	Continued watching Figma tutorials focusing on frames, layers, and basic shapes
Feb 03, 2026	1	Learned about text styles, color styles, and alignment tools in Figma
Feb 04, 2026	1	Watched tutorials on Auto Layout basics and responsive design
Feb 05, 2026	1	Practiced Auto Layout using sample UI components
Feb 06, 2026	1	Learned about components and variants through Figma tutorial videos
Feb 07, 2026	1	

		Practiced creating reusable components in Figma
Feb 08, 2026	1	Watched tutorials on mobile UI design best practices in Figma
Feb 09, 2026	1	Learned about prototyping basics and screen linking
Feb 10, 2026	1	Practiced prototyping simple navigation flows
Feb 11, 2026	1	Watched tutorials on icons, image handling, and constraints
Feb 12, 2026	1	Explored advanced Auto Layout and spacing techniques
Feb 13, 2026	1	Reviewed Figma tutorials and summarized key design concepts
Feb 14, 2026	1	Completed Figma learning phase and prepared to apply skills to project UI
Feb 15, 2026	1.5	Analyzed existing mobile applications to study UI patterns and navigation design
Feb 16, 2026	2	Applied learned Figma concepts by designing initial app screens
Feb 17, 2026	2	Created splash screen, login screen, and basic layout structure in Figma
Feb 18, 2026	2	Designed home screen layout and navigation bar
Feb 19, 2026	2	Added category screens and task list UI
Feb 20, 2026	1.5	Refined UI consistency, spacing, and visual hierarchy
Feb 21, 2026	1.5	Implemented prototype interactions and tested navigation flow

References

References:

- **Figma, Inc.** (2025). *Figma Help Center & Documentation*.
<https://help.figma.com>
- **Figma, Inc.** (2025). *Figma Learn – Tutorials and Best Practices*.
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<https://developer.apple.com/design/human-interface-guidelines>
- **Interaction Design Foundation.** (2023). *User Interface (UI) Design Basics*.
<https://www.interaction-design.org>
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- **YouTube – Figma Official Channel.** (2024). *Figma Tutorials and Feature Walkthroughs*.
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- **Adobe Blog.** (2023). *UI/UX Design Principles and Visual Hierarchy*.
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