

Individual Figma Tutorial and Documentation

Student and Project Information

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Project Name: W26_3375_S1_G4_StoryEcho

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1. Figma Tutorial Video Link

Character exploration interface and personal reflection interaction flow.

Video URL:

[Figma tutorial video](#)

2. Supplemental Document / Slides

- **Tutorial outline**

This tutorial demonstrates how to design and prototype a character-centered reflection flow using Figma. The focus is on creating interactive mobile screens that allow users to explore characters from a selected series, view community reflections, and record personal insights.

The tutorial emphasizes:

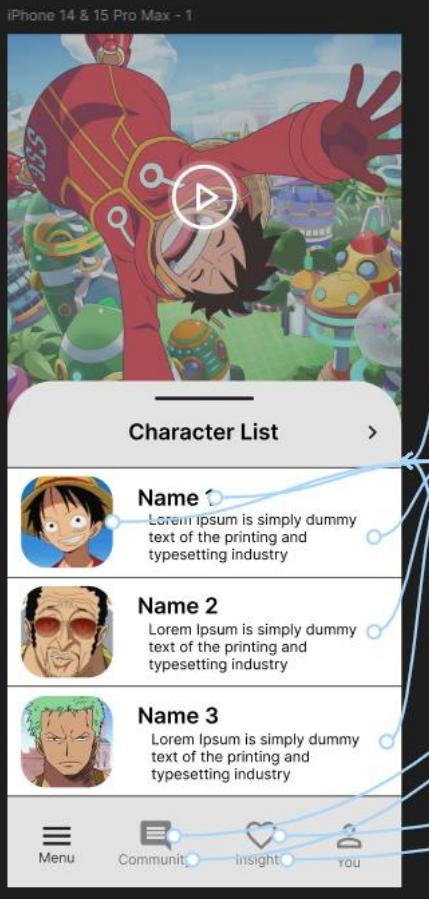
- Character-based navigation
- Clean, reusable UI components
- Prototyping interactions to simulate real app flow

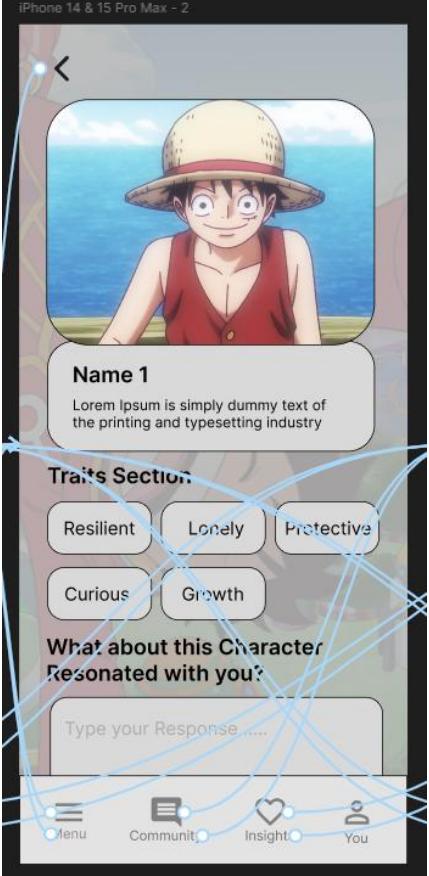
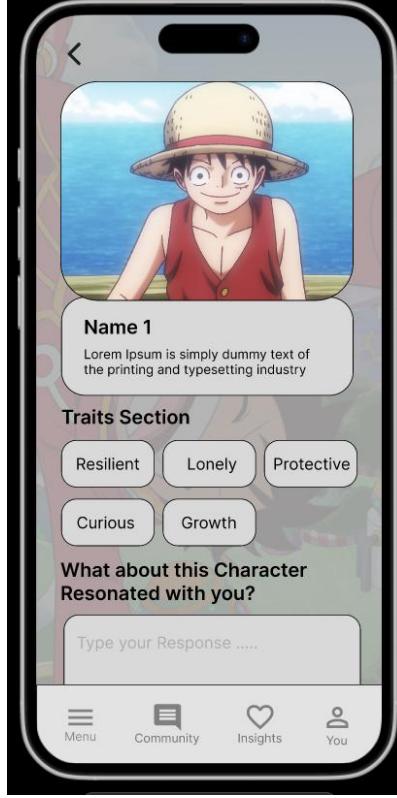
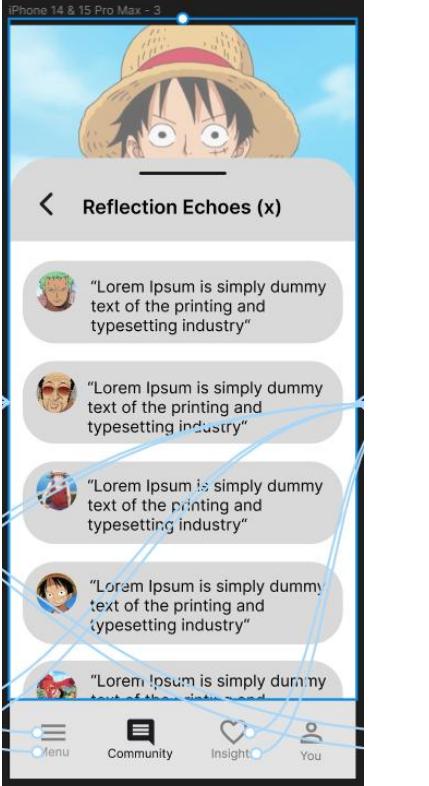
Rather than focusing on data analytics or charts, this flow prioritizes qualitative reflection and community resonance through anonymous user messages.

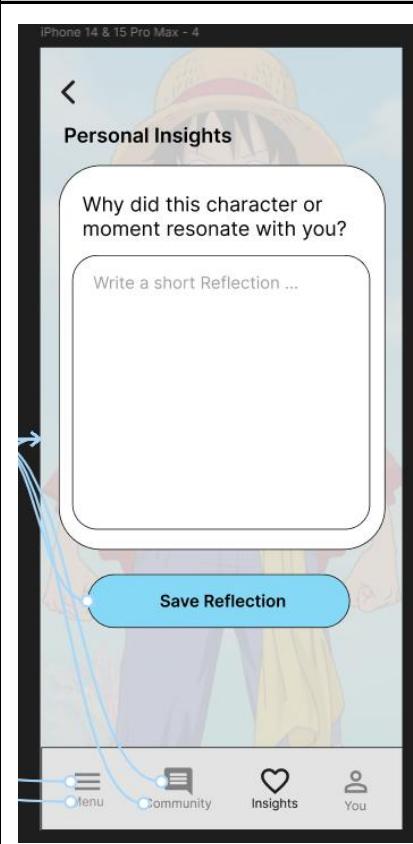
Key Figma Concepts Explained

- Frame creation for mobile interfaces
- Auto Layout for scalable lists and cards
- Reusable components for navigation and character items
- Prototype interactions using On Tap navigation and Smart Animate

Table 1 Prototype design

Design Frame	Application exhibit	Design detail
		<p>Scrollable character list related to the selected series. Each list item includes a character image, name, and short description. The layout uses consistent spacing and a fixed bottom navigation bar. Tapping a character navigates to the character detail screen, while bottom navigation buttons simulate movement between different sections of the app.</p>

Design Frame	Application exhibit	Design detail
 <p>This frame represents a design iteration where the character's portrait is enclosed in a rounded rectangle, and the traits are presented as separate buttons. The 'What about this Character Resonated with you?' section is also visible.</p>	 <p>The final application exhibit shows a more polished design. The character's portrait is centered, followed by a box labeled 'Name 1' with placeholder text. Below it is a 'Traits Section' with traits represented as chips ('Resilient', 'Lonely', 'Protective', 'Curious', 'Growth'). A question 'What about this Character Resonated with you?' is followed by a text input field. Navigation buttons at the bottom include 'Menu', 'Community', 'Insights', and 'You'.</p>	<p>Focused character screen displaying a character image, brief description, and personality traits represented as chips. The layout emphasizes emotional context and readability. Navigation buttons allow users to move to the community reflection screen or return to the character list.</p>
 <p>This frame represents a design iteration where the reflections are listed in a grid format. The 'Reflection Echoes (x)' header is present, along with several reflection cards.</p>	 <p>The final application exhibit shows a vertical feed of reflection cards. Each card contains a placeholder user icon, a reflection text box, and a navigation bar at the bottom.</p>	<p>Vertical feed of anonymous community reflections displayed as message cards. Each card contains a username placeholder and a short reflection related to the character or moment. Users can scroll through reflections, and navigation buttons simulate movement to other sections of the app.</p>

Design Frame	Application exhibit	Design detail
		<p>Simple reflection screen with a text input area and a prompt encouraging users to write a short personal response. The layout is minimal to reduce distraction. A save button completes the reflection flow, while the bottom navigation remains accessible.</p>

- **Prototype structure**

Frame Structure Overview:

Frame 1 — Character List

Purpose:

Introduce available characters and establish context for reflection.

Layout Components

- Background media image
- Section title: Character List
- Scrollable character cards containing:
 - Character image
 - Character name
 - Short description

Section Navigation Buttons

- Menu
- Community
- Insights
- You

Frame 2 — Character Detail & Traits

Purpose:

Present focused information about a selected character and highlight personality traits.

Layout Components

- Character image
- Character name
- Short character description

Traits Section

Uses tag-style chips inside a frame

Options include:

Resilient, lonely, protective, curious, growth

Prompt Section

“What about this character resonated with you?”

Section Navigation Buttons

- Menu
- Community
- Insights
- You

Frame 3 — Community Reflection Echoes

Purpose:

Expose users to anonymous reflections from other viewers.

Layout Components

- Scrollable list of reflection cards
- Each card contains:
 - Username placeholder
 - Short reflection message

Reflection Feed Behavior

Vertical scrolling inside frame

No replies, reactions, or selection behavior

Section Navigation Buttons

- Menu
- Community
- Insights
- You

Frame 4 — Personal Reflection

Purpose:

Allow users to write and save a personal response.

Layout Components

- Prompt text:
“Why did this character or moment resonate with you?”
- Text input field
- Save Reflection button

Section Navigation Buttons

- Menu
- Community
- Insights
- You

3. AI Use Section

3.1 AI Tools and Specific Use

AI Tool Name	Version / Account Type	Specific Feature Used
ChatGPT	ChatGPT 5.2	wording support, reflection prompt drafting

3.2 Value Addition

AI was used only to assist with documentation wording and organization. All Figma screens, layouts, components, and prototype interactions were designed and implemented manually. Design decisions regarding screen flow, navigation, and interaction behavior were created independently based on the project requirements.

3.3 Appendix — Prompt History

Include all prompts used with AI tools.

Prompt 1:

Asked for help rewriting documentation sections clearly.

4. Project Work Date / Hours Logs

Record all work completed toward the group project and Figma tutorial.

Table 2. Team project work logs and Figma tutorial logs

Date	Hours	Description of Work Done
February 6, 2026	1.5	(Team work logs) Created a draft of interview and survey questions for requirements gathering
February 8, 2026	2	(Team work logs) Learning how to use Figma and experimenting with different frame layouts and components
February 11, 2026	3.5	Combining the project concept with UI planning and designing the main prototype frames
February 15, 2026	3.5	Building the interactive Figma prototype, adding screen transitions, and preparing the tutorial documentation

5. References

- *Design & Prototyping Resources*
 - *Figma Help Center – <https://help.figma.com/hc/en-us>*
 - *Figma Community – UI components and layout references*
- ***Learning Resources***
 - *Online Figma tutorial videos for prototyping and interaction setup*
- ***Visual & Content Reference***
 - *MyAnimeList – Anime & Character Database*
<https://myanimelist.net/>