Progress Report 02

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W25_3375_S1_G11_TrailQuest

In January and February, I developed the "Trail Quest" hiking app concept. I began with brainstorming and research and then refined the proposal, focusing on user studies and the value proposition. I collaborated with our team, optimized the final proposal, and prepared a survey. Additionally, I caught up on missed lessons and completed the report with a conclusion.

Lately, I've been deep in design. I picked five core modules, each tailored to connect hikers and track their journeys. I studied Material Design 3 for the app layouts. Built a mood board for the app's adventurous vibe, and started prototyping in Figma.

The recent challenge is collaboration. When everyone's availability in the team is staggered, how can we ensure the advancement of the project progress? Solution: Communicate more and enhance my time management skills to make output more efficient.

Next Steps for Design Prototype Preparation:
- Complete the user journey map
- Improve the Figma prototype
- Prepare for the presentation

Date	#Hours	Description of Work Done
Jan 17th	2	Observed daily life and brainstormed ideas for the applications I aim to design. One idea is a Recipe Tool designed to help people record their personalized recipes. Another is a Hiking application intending to encourage more people to explore outdoor activities through gamification.
Jan 18th	5	Created a Figjam template for the team. Refined ideas on FigJam. Considered what features need to be designed to achieve the desired vision. Search for related products, learn and research.
Jan 20th	3	Selected "Trail Quest" from the two proposals for further development. Refined its PACT analysis, value proposition, and market report.
Jan 28th	2	Attended Priya's video conference. Updated the proposal based on Priya's suggestions.
Feb 1st	2	Drafted the formal version of the proposal and discussed it with team members.

Feb 4th	1	Optimized some details in the final version of the proposal.
Feb 11th	5	Watched the video of UserStudy. Finished the survey draft.
Feb 18th	2	Discussed with the team on selecting questions and refining them for the final survey version.
Mar 04th	0.5	Send the form to friends to collect data.
Mar 08th	2	Watch the video to catch up on the lesson because I missed a class.
Mar 09th	1	Created own persona.
Mar 11th	1.5	Wrote the report conclusion. Refined the report detail, moved "Advanced trail filtering options" to Must-Have Requirements. Because finding the right route is important for most people.
Mar 14th	0.5	Reflecting on the past two months' activities. Planned the next steps.
Mar 18th	6	Dove into the requirements pool to craft copy for the first version of our hiking app's information architecture. After careful analysis, I selected five key modules to focus on for the design draft. Home Page: Allows users to share their new hiking activity, post an event, or leave some comments and kudos. Explore Page: Users can search the trail here. It allows list view and map view. Navigation: Guide the user and record information about the user's activity path. Event Page: Allows users to create events to find people to hike together. Me Page: Shows the user's avatar and Nickname. It has two tabs: one for My activities and another for My badge wall.

Mar 19th	9	Learnt Material Design 3 design principle and designed the layout for the five main tabs. Created a mood board to find inspiration for the brand's color palette.
Mar 20th	2	Sync with the team on design progress and discussed the division of tasks for the interaction drafts. Improved and finished the mood board detail.
Mar 21th	4	Studied some user journey map case studies. Improve the subpages of the Explore tab. Studied Figma Prototype and finished part of them.