Progress Report Number (2)

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W25_3375_S1_G11_TrailQuest

This report does not include the previous work log

Date	#Hours	Description of Work Done
Mar 9	3	**Task:** Generate a personal **Persona** based on expected usage of TrailQuest, considering features beneficial for beginner users. **Work Content:** • Created a persona, Hao Suo (Chris), to represent a beginner-friendly user with minimal technical proficiency and a focus on relaxation rather than achievement. • Analyzed the user's key behaviors, motivations, and needs to ensure the design caters to casual hikers who prioritize ease of use. • Defined key requirements derived from Chris' persona, emphasizing quick route recommendations, social-friendly hiking options, and minimal planning effort. • Considered usability challenges for low-tech users, ensuring that navigation and feature accessibility are intuitive. • Explored possible onboarding assistance, such as guided recommendations or a simplified interface, to reduce the learning curve for new users. **Challenges Encountered:** • Balancing detailed route options with a simple selection process for users who want minimal planning effort.

		• Ensuring that social features enhance the experience without adding complexity for users unfamiliar with app-based coordination. **Solution:** • Prioritized preset filters and quick recommendations to match user preferences without overwhelming them with choices. • Proposed a simplified social coordination feature where users can easily invite familiar hiking partners with minimal input. • Suggested incorporating real-time trail conditions and weather integration as a proactive way to enhance user confidence. This approach ensures that beginner users like Chris can quickly access relevant hiking options, stay informed, and coordinate with their friends seamlessly while keeping the experience stress-free.
Mar 12	1	Refined the whole report, included the work log and submitted.
Mar 15	4	**Task:** Self-learning Figma's basic operations, including **Design** and **Prototype** features, to prepare for creating interactive prototypes. **Work Content:** • Started learning Figma from scratch, familiarizing myself with its interface and basic functions. • Mastered the Move Tool and Shape Tool, enabling the creation and adjustment of basic UI components. • Learned Component Management and Layout Tools, understanding how to reuse components for efficient design. • Studied Constraints and Auto Layout to ensure UI adaptability across different screen sizes. • Explored Prototype Mode, learning how to add interactions to the interface in preparation for future applications.

		Challenges Encountered: • As a beginner, initially struggled with understanding Component Management and Auto Layout. • Still need to improve in defining interaction logic within Prototype Mode. **Solution:** • Watched official tutorials and reviewed relevant resources, practicing component creation and management to strengthen understanding. • Experimented with different Constraints and Auto Layout settings to grasp their application. • Practiced page transitions, button interactions, and animations in Prototype Mode and plan to apply these skills when creating TrailQuest's interactive prototype.

Mar 20	6	**Task:** Completed the basic design of TrailQuest's Navigation and Events sections, including their prototype design, which consists of a total of 10 screens.
		Work Content:
		• Designed the Navigation section, ensuring it provides clear route guidance for users. The section includes 5 screens:
		  1. Map Overview Screen
		  2. Route Selection Screen
		  3. Detailed Trail View Screen
		  4. Turn-by-Turn Directions Screen
		  5. Trail Progress Tracker Screen
		• Created the Events section, allowing users to explore and participate in hiking-related activities. The section includes 5 screens:
		  1. Event Overview Screen
		  2. Event Categories Screen
		  3. Event Details Screen
		  4. Event Calendar Screen
		  5. Event RSVP and Participation Screen
		• Built interactive prototypes for both sections, demonstrating user interactions

		such as selecting a route, viewing event details, and participating in events. • Reviewed the overall functionality flow, identifying areas that need refinement. **Challenges Encountered:** • Uncertain about how to effectively design the map functionality within the navigation section, especially regarding map zoom, interactive markers, and route display. • Need to further refine and clarify the core functions (such as event participation and RSVP) to ensure smooth user interaction. **Solution:** • Plan to conduct further research on map integration and design best practices, especially focusing on interactive maps and how to efficiently display trails and events. • Will review and refine the feature flow, ensuring that the navigation experience and event participation are seamless. • Explore how to improve user guidance on map interactions, such as real-time tracking and route deviation alerts. With the basic design and prototypes in place, the next step is to improve the navigation map, fine-tune the core functionalities, and ensure the overall usability and user experience are optimized.

Phase Summary:

This phase covers the period from March 9 to March 20, during which I focused on completing the basic design and prototype of the Navigation and Events sections for the TrailQuest app. This includes the creation of 10 screens and building interactive prototypes to demonstrate key user interactions.

In addition, I created personas based on the expected use of the app, focusing on different user characteristics such as hiking experience, tech proficiency, and social behavior. This helped in understanding the types of users the app should cater to. I also spent time self-learning Figma, which helped me get familiar with

design tools, including components, shapes, and layout management for future prototyping work.
I reviewed the overall functionality flow and identified areas for improvement, especially regarding map functionality and event interaction.

Next Steps:

1. Conduct further research on map integration and design best practices to refine the Navigation section.
2. Enhance user guidance for map interactions, including real-time tracking and route deviation alerts.
3. Finalize the interactive prototypes
4. Link with other features of the group members