

Project Description

Kasangga is a multifunctional Android application designed to act as a digital *buddy* — someone you can lean on for both emotional and practical support. Developed by Team [Your Team Name], the app is a response to the growing need for digital spaces where people can not only share their thoughts but also delegate tasks or ask for help (*utos*) in an easy, friendly, and organized manner. Whether you’re having a bad day, need someone to talk to, or just want a reminder to water your plants, **Kasangga** is here to help.

Its key features combine personal wellness and productivity: task delegation, emotional journaling, voice note sharing, and support circles — making **Kasangga** more than just an app; it’s a *companion*. The app is intended for students, professionals, and everyday users looking for a safe space to talk, share, or assign small tasks to peers or the community.

Requirements Summary

Requirement	Minimum	Recommended
OS	Android 5.0 (Lollipop)	Android 9.0 (Pie)
RAM	2 GB	4 GB
Processor Cores	Dual Core	Quad Core
Permissions	Storage, Notifications, Microphone, Contacts	
Internet	Optional (for sync only)	Required (for community features)

To cater to low-end Android devices, **Kasangga** is designed to work efficiently with minimal resource consumption.

Prototype Description

The **Kasangga** prototype was built using **Figma**, chosen for its collaborative features and shareable design system. This interactive prototype includes the core screens and functionalities of the app, demonstrating both the emotional support and *utos* features.

Kasangga Figma Link:
<https://www.figma.com/design/ze9zLu3FXRUWRcrexixHqj/KASANGGA---Prototype?node-id=13-3&t=tjMgGUTOch62Q2cF-1>

User Scenario

Andrea is a busy college student balancing online classes, family responsibilities, and personal struggles. She’s overwhelmed but doesn’t want to bother friends who are equally busy. One day, she comes across **Kasangga** through a community post. She installs it out of curiosity and discovers that she can journal her feelings, leave voice rants, and even ask someone from the app community to remind her about upcoming deadlines.

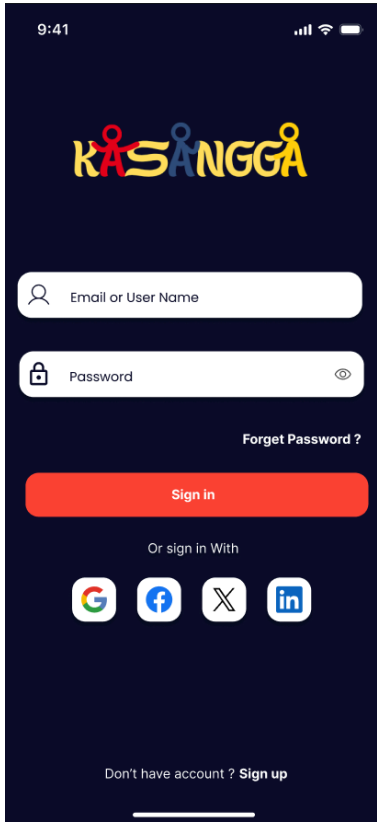
Her friend **Miguel** also joins Kasangga after Andrea shares it. Miguel often offers help through the app's "*Kasangga ng Bayan*" feature, where he volunteers to take on simple *utos* (reminders,

edits, wake-up calls, etc.) from the community. Together, they use the app as their shared digital support space.

Kasangga Prototype Screens

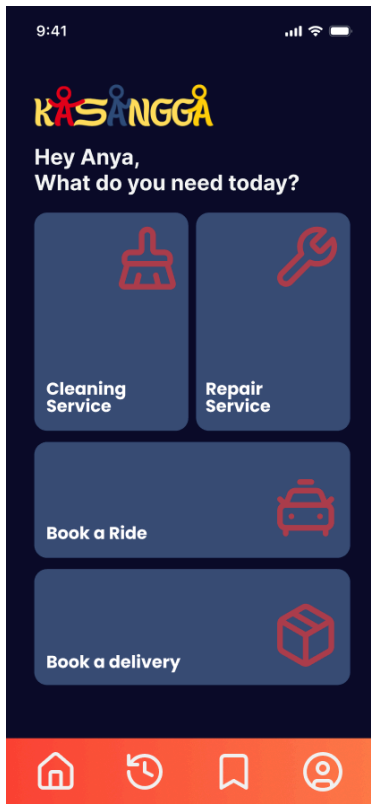


Splash Screen
Displays logo and tagline



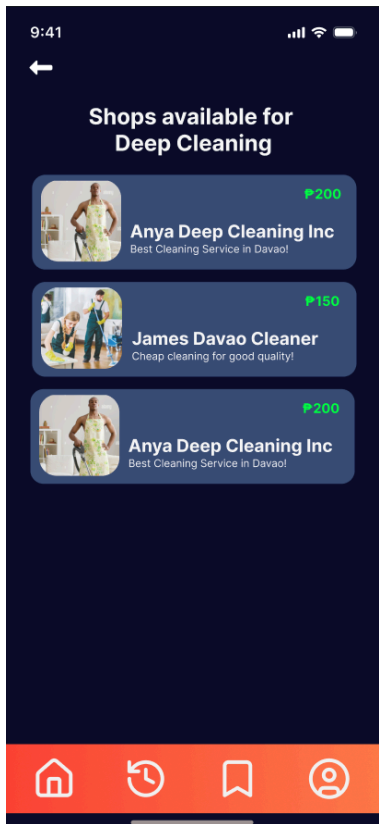
Onboarding Screens/Authenticator Screen

Users can sign up for an account in this screen, or logged in if they do have an existing account.



Home Dashboard

A summary view of the services Kasangga has to offer

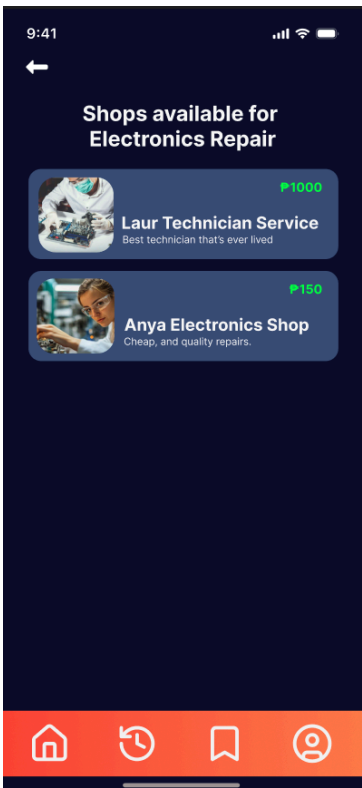


Cleaning Service

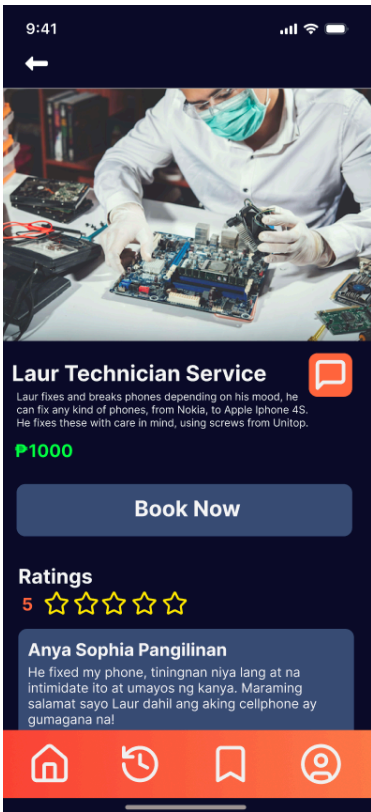
A list where users can see available repair services near their area



View cleaning service profile
Users can view profiles of business they have chosen

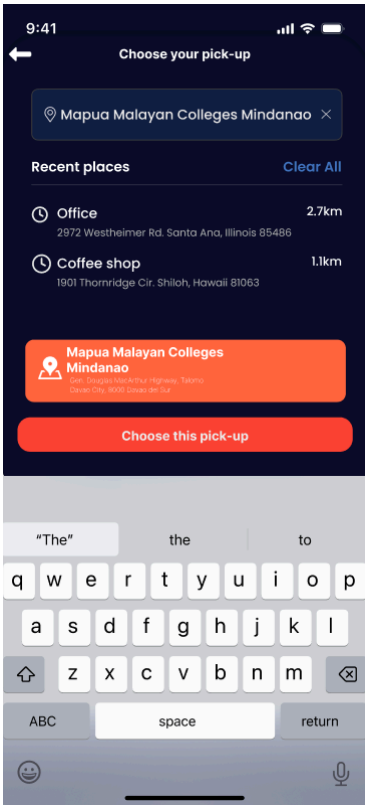


Repair service
Users can view profiles of business they have chosen



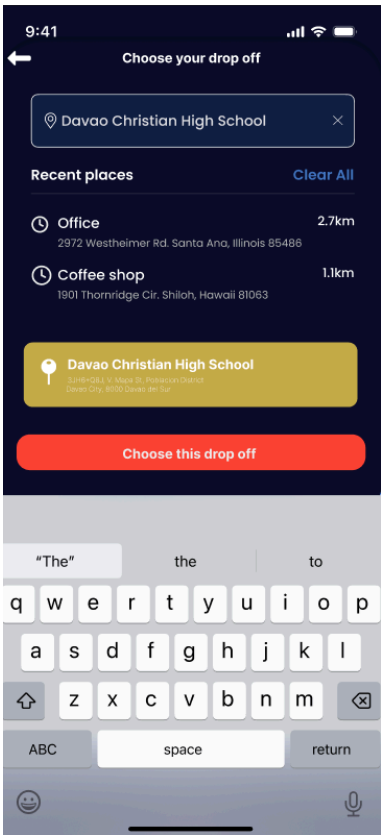
View repair service profile

Users can view profiles of business they have chosen

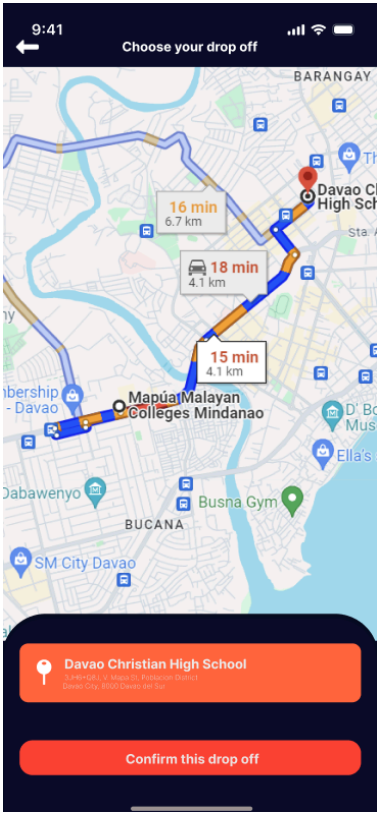


Choose pick-up

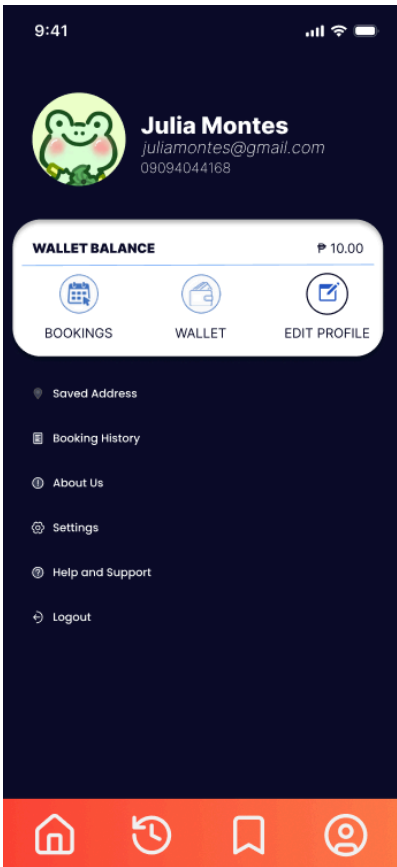
Users can choose where they are currently situated using a location picker



Choose drop-off
Users can choose where they are currently situated using a location picker



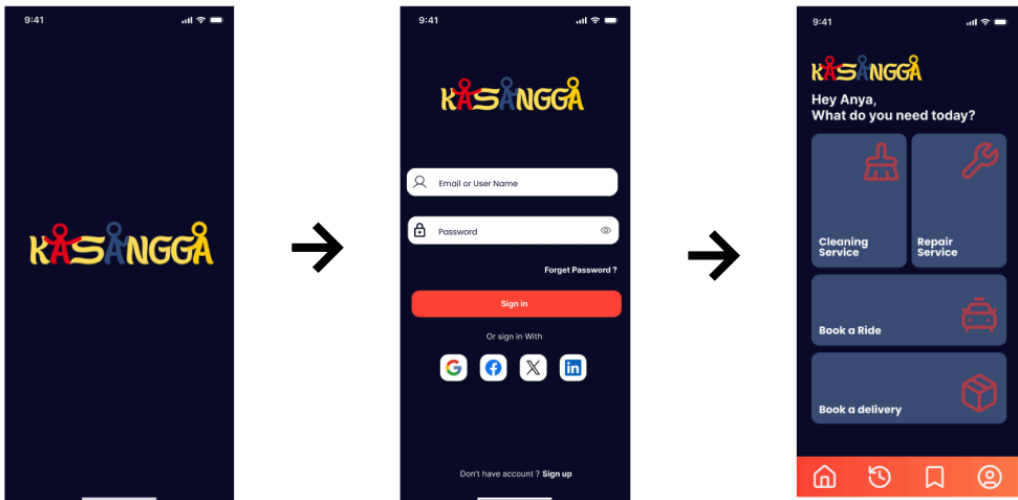
Map review
Users can view their route before they book their ride, or their send their item.



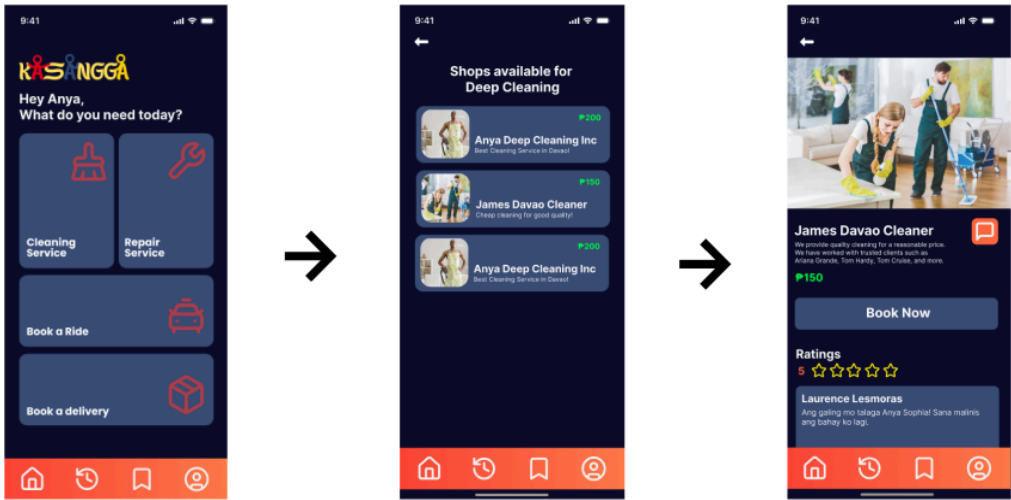
View profile
View your Kasangga Profile

Prototype Flow

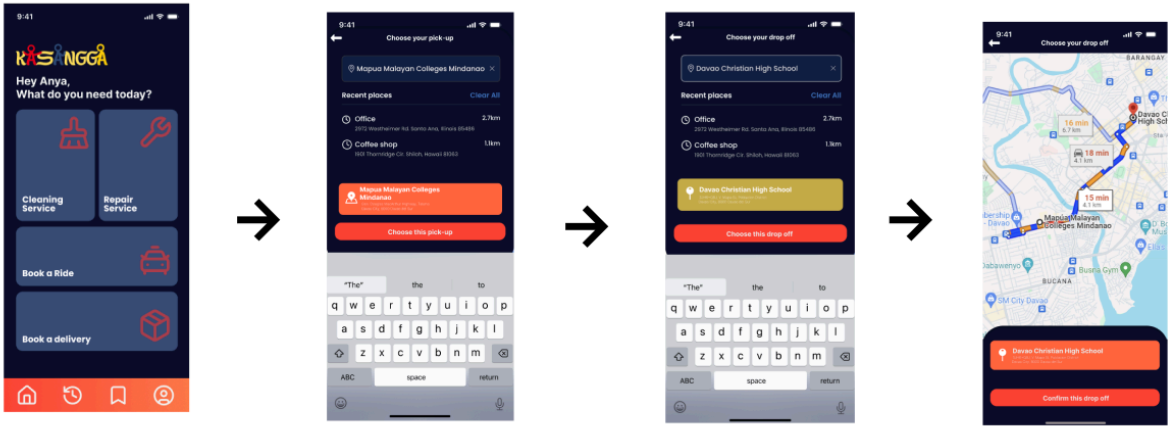
Navigation Flow:



- Splash → Login → Home



- Home → Cleaning/Repair Service → Choose business for service → Book service



- Home → Book a ride → Choose your location → Choose your destination → Book service

Evaluation Plan

Usability Goals:

- **Effectiveness:** Can users successfully post, assign, and receive tasks?
- **Efficiency:** Can users complete journaling or assigning tasks within 1 minute?
- **Utility:** Do the features meet real needs (emotional and functional)?
- **Learnability:** Can a first-time user understand the app in under 5 minutes?
- **Memorability:** Can returning users use the app without re-learning?

Participants:

10–15 senior high school and college students from diverse backgrounds.

Tasks to be Tested:

- Posting an *utos* and assigning it to a contact
- Accepting an *utos* from the public board
- Writing and saving a journal entry
- Navigating to the support circle
- Editing a profile or privacy settings

Roles

Team Member	Role	Tasks
James Albert Albinda	UI/UX & Dev	Figma design, recording feedback, prototype updates
Anya Pangilinan	Sophia UI/UX Dev/Testing	Facilitating remote testing, survey creation, data recording
Laurence Lesmoras	UI/UX Dev/Testing	Facilitating remote testing, survey creation, data recording

Heuristic Evaluation Criteria

- **System Status Visibility**

- **Real-World Language** (Taglish optional toggle)
- **User Freedom (Cancel, Undo, Delete)**
- **Minimalist Design**
- **Error Prevention (Task Limits, Input Validation)**
- **Help & Documentation** (FAQs, In-App Tips)
- **Consistency** (UI and interaction)
- **Flexibility** (Anonymous mode, Voice vs Text Input)

Participant Survey and Feedback

After conducting the online test,

DATA GATHERING METHOD	DESCRIPTION
Survey (Quantitative)	After the Online Testing, the team will be handing out a survey to the participants to gather data for the user’s experience with the prototype which the team will be interpreting in a 5-point Likert scale (Refer to Table 5. 5-Point Likert Scale Interpretation).
Feedback (Qualitative)	The survey that the team provided will support a Feedback section to help users/participants speak out concerns or issues with the prototype that needs to be addressed.

Table 2. Data Gathering Methods

The table above showcases the three (3) different data gathering methods the team will be using while conducting the online test of Kasangga Prototype.

Question	Method of Answer
Section 1	
Participant Number	Short Answer
On a scale of 1 to 5 how would you rate your experience with the Kasangga Prototype	5-Point Scale
On a scale of 1 to 5 how was the UI design of the prototype	
How easily were you able to follow the tasks provided	
Section 2: Features of the Prototype	
Navigation Drawer	5-Point Scale
Accessing Files	
Renaming a File/Folder	
Importing PDF or IMG files	
Creating or Adding Folders, Text Files, Tasks, and Quiz Files	
Creating Folders, Text Files, Tasks, and Quiz Files	
Quiz Making	
Quiz Taking	
Sorting of Files and Folders	
Deleting Files or Folders	
Section 3: Feedback Section	
Your Feedback	Short Answer

The table above presents the Questions that will be present in the survey for this Prototype. This survey will be handed to Participants after the Test using links.

Task	Time to Accomplish Tasks	Interpretation	Classification
Scale	Range Value	Interpretation	Classification
5	4.50-5.00	Highly Acceptable	Successful
4	3.50-4.49	Acceptable	
3	2.50-3.49	Moderately Acceptable	Neutral
2	1.50-2.49	Fairly Acceptable	Unsuccessful
1	1.00-1.49	Not Acceptable	

Table 5. 5-Point Likert Scale Survey Interpretation

Table 5 represents the Interpretation of the survey questions given to the participants. The survey will be used as to interpret whether the design and features presented are successful and useful for students who suffer from pacing issues.

Kasangga is designed to bridge the gap between emotional expression and practical peer support. Through a welcoming interface, low technical requirements, and socially empathetic features, the app empowers users to reach out, vent, or help each other — making daily burdens a little lighter, together.

