

# Project Report 2

**Name: Shubham Shubham**

**Student Identification: 300352587**

**Project Name: W25\_3375\_S1\_G7\_SoloSphere**

Date	Number of Hours	Description of work done
Jan 30, 2025	1	An idea confirmation meeting
Feb 2, 2025	1.5	Refined background research, expanded competitor analysis
Feb 3, 2025	1.5	Improved "Technologies Needed" section, added Figma
Feb 3, 2025	0.5	Enhanced value proposition and preliminary features list
Feb 3, 2025	0.5	Formatting of Word Document
Feb 5, 2025	1	Finalize proposal document
Feb 9, 2025	2	Exploring Figma and its features ( wireframing, prototyping)
Feb 12, 2025	2.5	Trying a small demo on Figma
Feb 16, 2025	2	Reviewed the Requirement Gathering video and analyzed the key tasks needed for the survey. Identified best practices for designing effective surveys.
March 2, 2025	1	Discussed with team members about the survey structure, types of questions to include (MCQs, rating scales, open-ended), and the best way to collect relevant user feedback.
March 3, 2025	3	Created an independent set of questions to ensure coverage of all aspects of solo travel. Cross-checked against team inputs for completeness.
March 5, 2025	1.5	Filtered and refined survey questions by removing duplicates, selecting the best ones, and ensuring clarity and logical flow.

March 5, 2025	1	Continuing practicing Figma components (UI design principles)
March 7, 2025	1	Monitored survey responses, collected initial data
March 9, 2025	2	Drafted persona and Scenario for the requirement generation task
March 11, 2025	2	Practicing the UI from different Mobile UI template from Figma resources
March 14, 2025	1.5	Drafting the requirement generation from another member's Persona and Scenario
March 16, 2025	0.5	Started working on the App that is thinking of the style and color combinations
March 17, 2025	2	Added First page that is Welcome Screen
March 19, 2025	0.5	Divided the work among Team members
March 22, 2025	0.5	Started the Buddy screen

I contributed to the W25\_3375\_S1\_G7\_SoloSphere project through research, UI/UX design, survey development, and app prototyping. My work involved refining the proposal, conducting competitor analysis, creating wireframes in Figma, designing surveys, and developing the app's UI components. I focused on the initial app design, selecting style and color schemes, creating the Welcome Screen, and coordinating tasks with my team for efficient development.