

Progress Report 2

W25_3375_S1_G7_SoloSphere

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CSIS 3375-001 UX Design in Web & Mobile App

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Progress Report

- **Work Logs: Dan Do**

Date	Number of Hours	Description of work done
Jan 24, 2025	3	Project Idea Initiative
Jan 30, 2025	1	An idea confirmation meeting
Jan 30, 2025	2	Create GitHub repo
Jan 30, 2025	0.5	Update README file
Feb 1, 2025	6	Write Project Proposal draft version
Feb 5, 2025	1	Finalize proposal document
Feb 18, 2025	2	Explored Figma features, including design tools, prototyping, and collaboration functionalities
Feb 20, 2025	1	Downloaded and explored apps such as TravelBuddy, Meetup, Tinder, and Couchsurfing to analyze their features and functionalities relevant to Solo Sphere
Feb 21, 2025	2	Reviewed a Requirements Gathering video to ensure a clear understanding of the requirements gathering process
Mar 1, 2025	1	Brainstormed ideas for requirements gathering
Mar 2, 2025	1	Collaborated with team members to refine the survey structure, determine appropriate question formats (MCQs, rating scales, open-ended), and identify the best approach for gathering meaningful user feedback
Mar 5, 2025	3	Collaboratively reviewed the survey questions proposed by each team member, eliminated duplicates, and categorized them based on key themes
Mar 6, 2025	3	Created the survey form using Google Forms based on the finalized questions and distributed it to the target user group
Mar 10, 2025	2	Developed personas and scenarios for requirements generation
Mar 11, 2025	3	Drafted the initial requirements gathering document based on survey results

Mar 12, 2025	3	Reviewed team-created personas and scenarios to prepare for requirements generation
Mar 13, 2025	3	Conducted requirements generation based on three finalized personas and scenarios
Mar 14, 2025	2	Created a Figma project and started building the prototype
Mar 16, 2025	2	Finalized the requirements document, ensuring completeness and consistency
Mar 17, 2025	2	Added main and profile screens, applied bottom navigation bar to navigate each screen
Mar 20, 2025	3	Added screens that need to our project such as Buddies, Messages, Share, and SOS, and added a description in each screen that we need to contribute
Mar 22, 2025	1	Divided our work into 3 parts through the meeting
Mar 23, 2025	2	Added features on Share screen

- Work Description

- During this reporting period, I transitioned from requirement gathering to requirement generation and early-stage prototyping. I created personas and scenarios to represent realistic user needs and used them to generate key requirements. After finalizing the requirements document, I began building the prototype in Figma.

I designed the main and profile screens, implemented a bottom navigation bar, and added additional screens such as Buddies, Messages, Share, and SOS, each with clear descriptions for team contributions. We also held a meeting to divide the remaining work, and I added functional elements to the Share screen.

Next, I will finalize our prototype and begin preparing the final report and presentation.