2.9 Interactive Prototype

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Documentation

App name: Quick Sketch

Tagline: Don't make effort to draw the same image. It's enough just remembering it and drawing what is in your mind!

Description of the interface and interactions we designed: Our main function is quick drawing. On the main screen, the icon is ordered by how it is important to the concept of our app. And the most important function "3 minutes drawing" is on the left. After clicking it, the user can analyze the reference image in 1 minute. Then, the page is automatically changed to the canvas page. On this page, users can draw. We highly courage the users to draw whatever is in their mind without any worries that they would make mistakes.

Specific pain points our website addresses: We found that drawing while analyzing the reference image is less fun than drawing while remembering the reference image. From that finding, we designed our app to help people to feel fun with drawing without any pressure of thinking that they must draw the same with the reference image.

Link to Github repository:

https://github.com/CS160-Summer2022/p2-creativity-canvas-Saifullahjailani

Link to Documentation Video:

https://youtu.be/a4eexqQWtSA

Reflection

In the interactive prototype, we could capture the "3 minutes drawing" function in high fidelity, in which users analyze the reference image in 1 minute and draw without the reference image for 3 minutes. The "3 minutes drawing" is the main idea of our interaction. Because it is the most unique, funniest, and is mostly focused on helping the users to be creative. And unfortunately, we couldn't implement other functions such as "Infinite drawing" mode, and "Load image".