Logo, company name

Description automatically generated

Prototyping Application

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# Declaration

**Declaration:**

I am aware of the Institute’s policy on plagiarism and certify that this thesis is

my own work.

**Signed:**

**Date:**

# Abstract

This document contains all research into the area of computer vision and wireframe generation from sketch documents and establishing the approachability of generating code from these users’ drawn sketches.

The aim of this project was to construct a system which will generate code from user drawn wireframes and return with either code or visual form of the given design. Coding can be daunting for many in the population. This applications aim is to create a simple and approachable way of entering web-development.

The steps involved in the development of the system were ...

Testing was carried out throughout and after implementation.  Results from the testing show ...

Further work that could be carried out include xxx, as well as xxx.

# Acknowledgements

# Introduction

**Technologies**

Sketch to code

Node

Computer Vision

OCR (Optical Character Recognition)

Javascript

**Project management**

# Requirements

## Introduction

The purpose of the requirements phase is to allow for developers to work out what the application should be able to do. It is important to understand what the users would like the application to do rather than the developer deciding what is required.

You can write a bit about your project area.  Each paragraph has a blank line between it and the previous paragraph

## Requirements gathering

* + 1. Similar applications

Look at and document three similar applications.  Be sure to include the following for each:

* Screen shots
* Descriptions
* Advantages
* Disadvantages

* + 1. Interviews

Conduct interviews with 3 or 4 users to find out what the important features for them for the app are.  There may be various issues that arise in multiple interviews. These can be grouped together into several themes.

* + 1. Survey

You can create a questionnaire and use the results of the questionnaire as a basis for finding out requirements.

## 2.3. Requirements modelling

2.3.1. Personas

These are fictional characters to help the developer understand the users’ needs. They also help identify who the relevant users are.

* + 1. Functional requirements

Create a numbered list of what the application should be able to do. Start with the most important feature.

* + 1. Non-functional requirements

These are requirements which if not met do not stop the application from working, but which mean that the application is not working as well as it should.  They are usually based on issues such as:

* Usability
* Performance
* Security

* + 1. Use Case Diagrams

Consists of actors and use cases.  You should document each individual use case.

## Feasibility

This section describes which technologies are planned to be used in the development of the application.  It then explains if there are any issues in terms of the technical feasibility of the project, for example, if there are two different types of software which may have compatibility issues.

## Conclusion

Write a couple of paragraphs summing up the chapter.  Explain what area your project is about.  Describe what the chapter has discussed.