

1. Elevator pitch for my app idea:

Character Drawer is a self-driven learning tool created to help you learn how to draw both Chinese and Japanese characters. Asian characters have a predetermined stroke order, and for a learner, accustoming yourself to these stroke orders can be a large task. Character Drawer helps you learn how to draw these characters by allowing you be your own teacher as it prompts you with a character for you to draw and leaving the rest to you. When you think you're finished, you can submit your work and it will show you a comparison with your past drawings of that character so you can see how well you've been progressing over the course of your learning.

2. App Title: Character Drawer

3. The app is essentially a prompted drawing application that takes inspiration from flashcards. After specifying which language you want to use, you are prompted with a keyword and given a drawing pane. It's then up to you to draw the character corresponding to the keyword to the best of your ability. After you're done, it will show you the correct answer, and it's up to you to evaluate yourself, and after your self-evaluation, you can check your past results over the history of using the app for that specific character in the history menu.

4. Drawings:

Title Screen

A hand-drawn sketch of a title screen. It features a large rectangular box at the top labeled "Title Card". Below this, there are two smaller rounded rectangular buttons labeled "Language CV" and "Language ST".

Flashcard Menu

A hand-drawn sketch of a flashcard menu. At the top is a box labeled "Keyword" containing a 2x2 grid with dashed lines. A line points from the text "Drawing Area" to the right side of this grid. Below the grid is a rounded rectangular button labeled "Done". At the bottom, there are two scribbled-out circles, a small rounded rectangular button labeled "History", and a larger rounded rectangular button labeled "Back".

Confirmation Screen

A hand-drawn sketch of a confirmation screen. It has a box labeled "Keyword" containing two images: a dashed 2x2 grid and a graph of a bell curve. At the bottom, there are two circular buttons, one with a checkmark and one with an 'X'.

History Screen

A hand-drawn sketch of a history screen. It starts with a header "History for" followed by a checkbox. Below this is a table with two columns: "Date" and "Success", with a checkbox in the "Success" column. The table contains five rows of wavy lines representing data. To the right of each row is a checkbox.

Date	Success
~ ~ ~ ~ ~	<input type="checkbox"/>
~ ~ ~ ~ ~	<input type="checkbox"/>
~ ~ ~ ~ ~	<input type="checkbox"/>
~ ~ ~ ~ ~	<input type="checkbox"/>
~ ~ ~ ~ ~	<input type="checkbox"/>

5. Chinese, Japanese, Kanji, Drawing, Learning, Flashcard, Language, Study Tool, Free
6. Educational

(I rewrote this Assignment really quickly for the actual final project idea I've been working on. Please use this one instead.)

3 Main technologies:

1. CoreData
2. Custom controller?
3. Capturing an image from a drawing?
4. Maybe more?