Project Title: LogoCraft: Innovative logo generator

Team Name: CodeRed

Team Members:

- V.Siddhrath
- Ch.Sri Harsha Vardhan
- L.Bala chandar
- G.Ronith chandra

Phase-1: Brainstorming & Ideation

Objective:

- Identify the problem statement.
- Define the purpose and impact of the project.

Key Points:

1. Problem Statement:

Many businesses struggle to create unique, professional logos that accurately represent their brand identity. Hiring professional designers is often expensive and time-consuming, while DIY tools lack the sophistication to produce high-quality results.

2. Proposed Solution

LogoCraft is a smart logo generator that leverages Stable Diffusion 3.5 (Medium) to create custom logos based on user-provided descriptions. Users can input details such as company name, industry, preferred colors, and style, and LogoCraft will generate multiple logo options tailored to their needs.

3. Target Users

Startups, small businesses, entrepreneurs, freelancers, and marketing teams looking for affordable and efficient logo design solutions.

4. Expected Outcome

A user-friendly tool that generates professional, high-quality logos in minutes, helping businesses establish a strong brand identity without the need for design expertise.

Phase-2: Requirement Analysis

Objective:

- Define technical and functional requirements.

Key Points:

1. Technical Requirements

- Frontend: Streamlit for a seamless and interactive user interface.
- Backend: Stable Diffusion 3.5 (Medium) model for logo generation.
- API Integration: OpenAI API key for processing user inputs and generating prompts for the Stable Diffusion model.
 - Deployment: Hosted on Streamlit Cloud for easy access.

2. Functional Requirements:

- User Input: Users provide details such as company name, industry, preferred colors, and logo style.
- Logo Generation: The system generates multiple logo options based on the input.
- Download Option: Users can download their preferred logo in high-resolution formats.

3. Constraints & Challenges:

- Ensuring the generated logos are unique and of high quality.
- Managing API key security and usage limits.
- Providing a responsive and intuitive user interface.

Phase-3: Project Design

Objective:

- Create the architecture and user flow.

Key Points:

1. System Architecture Diagram:

- User Interface (Streamlit) → Backend (Stable Diffusion 3.5) → Logo Generation
- → Output (Downloadable Logo).
 - API key integration for prompt processing.

2. User Flow:

- User opens the LogoCraft web app.
- User inputs company details, industry, colors, and style preferences.
- The system processes the input and generates multiple logo options.
- User selects and downloads their preferred logo.

3. UI/UX Considerations:

- Simple and intuitive interface with clear input fields.
- Real-time preview of generated logos.
- Download button for high-resolution logos.

Phase-4: Project Planning (Agile Methodologies)

Objective:

- Break down the tasks using Agile methodologies.

Key Points:

1. Sprint Planning:

- -Sprint 1: Research and finalize the technology stack.
- -Sprint 2: Develop the user interface using Streamlit.
- -Sprint 3: Integrate Stable Diffusion 3.5 model and API key.
- -Sprint 4: Test and refine the logo generation process.
- -Sprint 5: Deploy the application on Streamlit Cloud.

2. Task Allocation

- Mareddy Shivani: Frontend development (Streamlit).
- V.T SriSharanya: Backend integration (Stable Diffusion 3.5).
- A. Varshitha Reddy: API key integration and prompt processing.
- Nikhitha Sircilla: Testing, debugging, and deployment.

3. Timeline & Milestones:

Day 1: Brainstorming and ideation frontend creation

Day 2: intergration of api to frontend and deployment

Phase-5: Project Development

Objective:

- Code the project and integrate components.

Key Points:

1. Technology Stack Used:

-Frontend: Streamlit.

-Backend: Stable Diffusion 3.5 (Medium).

-API: OpenAI API key for prompt processing.

-Deployment:streamlit Cloud.

2. Development Process:

- Developed the user interface using Streamlit.
- Integrated the Stable Diffusion 3.5 model for logo generation.
- Used the OpenAI API key to process user inputs and generate prompts.
- Tested the application for functionality and performance.

3. Challenges & Fixes:

- Challenge Ensuring the generated logos were unique and high-quality. Fix Fine-tuned the Stable Diffusion model and optimized the prompts.
- Challenge Managing API key security.
 Fix Implemented secure storage and usage limits for the API key.

Phase-6: Functional & Performance Testing

Objective:

- Ensure the project works as expected.

Key Points:

1. Test Cases Executed

- Input validation for user details.
- Logo generation with different styles and colors.
- Download functionality for high-resolution logos.

2. Bug Fixes & Improvements:

- Fixed issues with logo resolution and formatting.
- Improved the user interface for better usability.

3. Final Validation

- The project meets the initial requirements and generates high-quality logos.
- Users can easily input details and download their preferred logos.

4. Deployment

- The application is hosted on Streamlit Cloud and accessible via a public link.

Final Submission

1. Project Report:

Based on the provided templates, detailing the problem statement, solution, technical implementation, and outcomes.

2. Demo Video (3-5 Minutes):

A video demonstrating the functionality of LogoCraft, including user input, logo generation, and download options.

3. GitHub/Code Repository Link:

https://github.com/GanjiRonithChandraNetha/Logoapp

4. Presentation

A slide deck summarizing the project, including the problem statement, solution, technology stack, and results.