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9/14/24

CS 485-3

Hello Journal

havenfire.github.io



10 + 10

- Redesign Business Card

- Make it pie shaped - square? ?

- ~~more~~ QR code that is chess puzzle ?

- ~~Fancy border~~ ✓

- ~~make 8x8 in~~ → full board

- ~~cut out rook also~~

- include chess details (rating) ✓

- darker text ✓

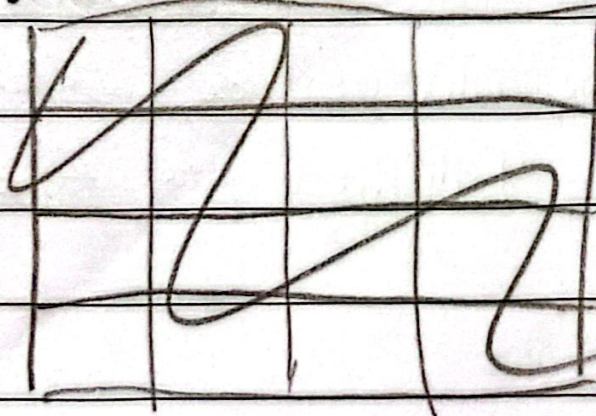
- ~~maybe reconsider arrows~~

- ~~highlight/hing~~

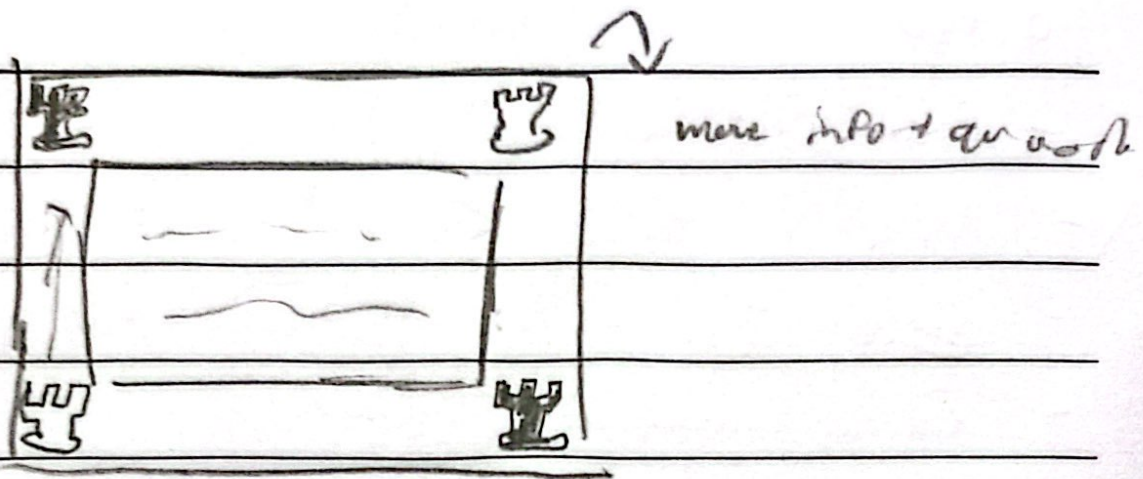
- ~~foldable into 3d shape~~ → chess piece

- more consistent text ✓

- use both sides ✓







Border:

- less cramped, smaller

- alternating rook colors

- more rooks

- ~~more~~ corners smaller rooks

- arrows thinner, both ways

- less noticable slope





- different styles

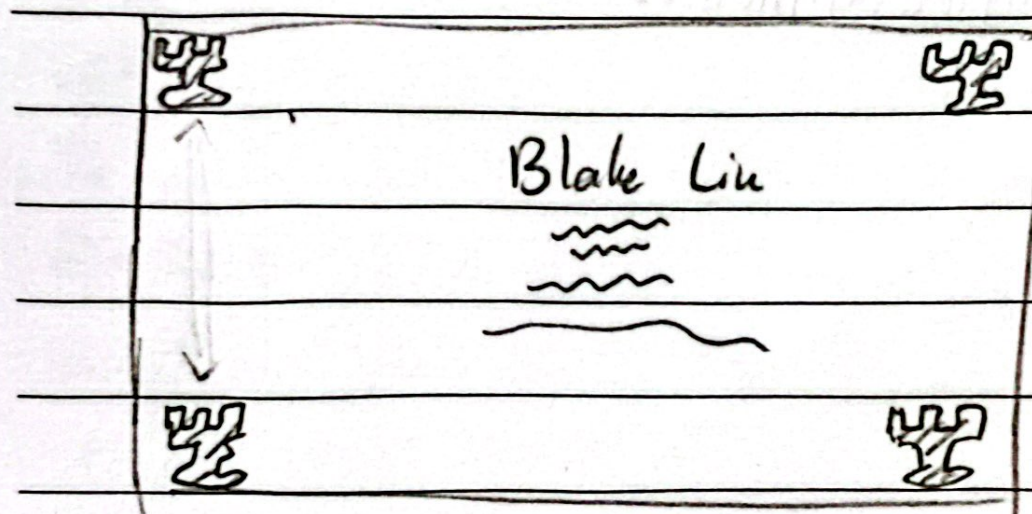
- simple arrows or no arrows

- mbe white rooks close, black far

- mbe 4 different pieces per corner





- I removed checkerboard - visual clutter
- shrank rooks, moved to all corners
- Arrows also cluttered, removed,
- 4 rooks cut out for laser cut emphasis
- Added QR code to back as chess puzzle.  
(QR code good, custom puzzle is interactive)



I don't feel like I used 10, 10 intuitively.

I have ideas that jump out, and I want to see them immediately. I felt constrained to slog through 10 full ideas before I got to try my fun second idea. I come up with more good ideas, it just felt worse to ignore what I had when I still had the time to do it. I do feel like once I picked an idea, finding interesting ways to use it was useful. 10 is just too many.