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9/14/24

CS 485-3

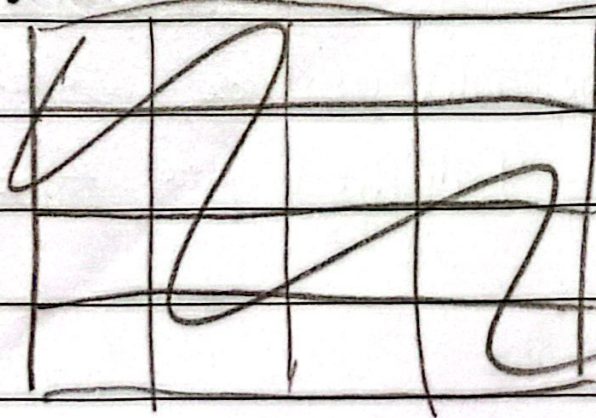
Hello Journal

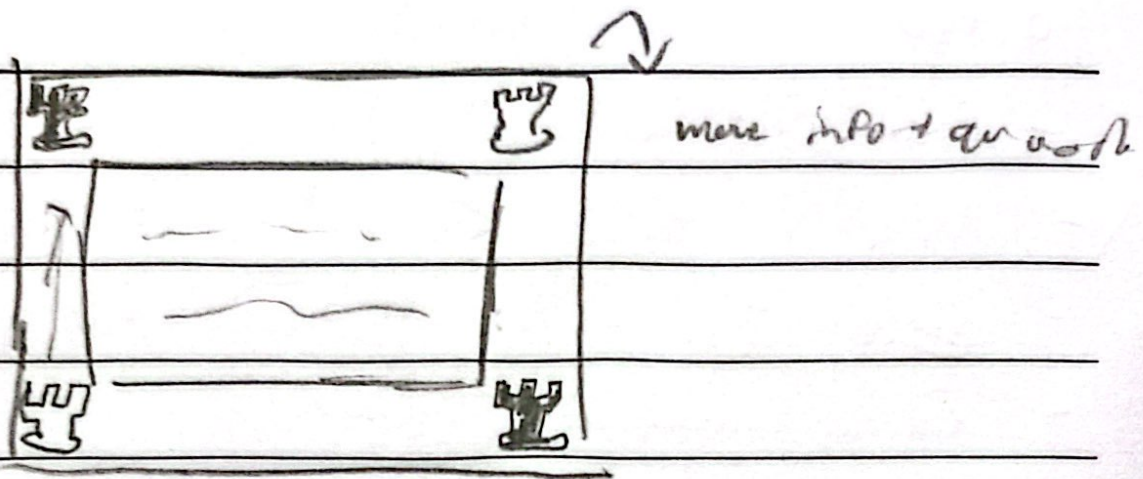
havenfire.github.io/b-card-1010.pdf



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 rooks colors

- more rooks

- ~~more~~ corners smaller rooks

- arrows thinner, both ways





- less noticable slope

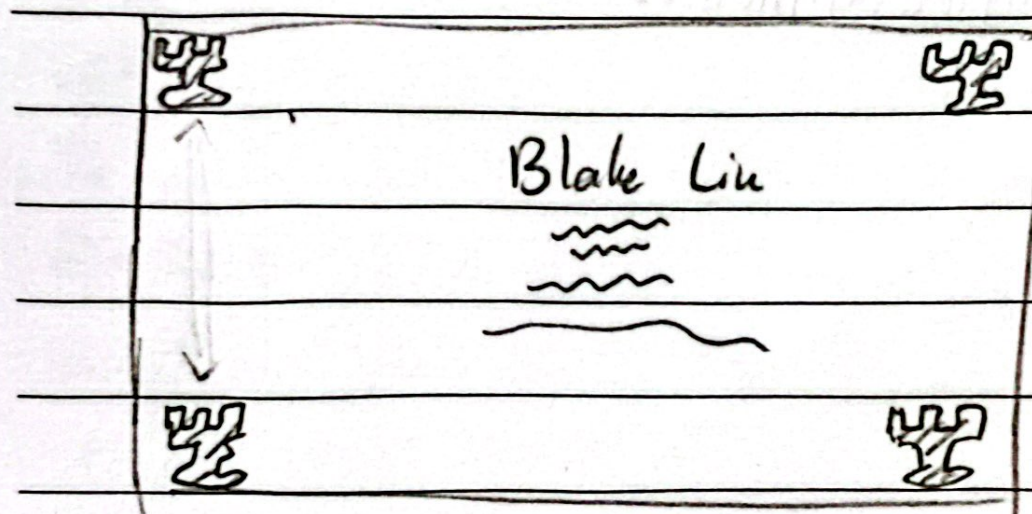
- different styles

- 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.