In fact, I have a lot of ideas about user experience, but they seem to be very difficult to implement. So I was stuck here for about 2 weeks. I didn't find a good idea and I had the ability to write it out because the technology I mastered was too limited.

My project theme is to make your own polka dot pattern. It is like a quick gadget to customize special patterns. I think this process is more convenient than using PS. Just press the button to adjust the data. Of course, it is just a preliminary attempt, and there are still many areas that can be adjusted.

图片包含 图形用户界面

描述已自动生成

This is a pre-designed typography. My design process is to complete all layout design, and then implement it in programming.

There are many difficulties encountered, such as:

1. I wrote coding in the P5 web editor, but I don't know how to put it in vscode and run it very well. The cases in the class did not help me complete my design.
2. I have only learned two kinds of size switching. The remainder is either 1 or 0. The latter value is also obtained through many experiments to get a suitable size. This is not a smart way. I think there should be better ways to replace one by one trying.
3. I don't know how to draw pots, especially where they are staggered. I searched for the method of making it. Although the process was very long but very interesting.
4. About the location of the pots: In fact, I tried a lot of data adjustments based on the approximate location. Not a very clever way.

In the end, I was basically consistent with the prototype design. Of course it has some shortcomings. First of all, the randomness of colors increases the interest, but because this database has nearly 1,000 colors, a better solution may be to classify colors into several major themes or tonality. , Which makes it easier for users to find their favorite color schemes faster.

Secondly, after changing the size of the dots, the arrangement is a bit problematic. I hope that the dots are always flat and centered.I still don’t know how to adjust them.

I feel that programming requires daily learning and practice to gradually become familiar. I find that although I spend one or two days a week watching videos, taking notes, and doing homework, it is still easy to forget. So far I haven't experienced the fun of coding, but the process of thinking and creativity is still very interesting, although it is equally difficult.