

Artist9000 User Guide

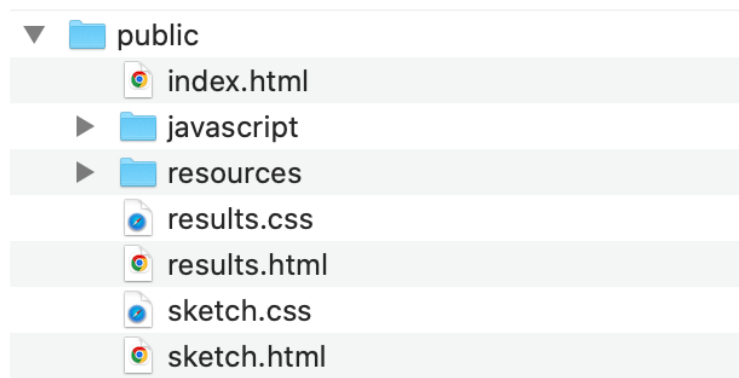
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Introduction

Artist 9000 is a tool to teach children how to draw 2D art. Users can draw pictures given a prompt with a 2D drawing tool and download them or send the image through an algorithm for feedback. The algorithm then guesses what the art piece is, and shows the percent accuracy of the user's drawing.

Installation guide

No additional installation is required besides the files included in the zip folder. When you unzip the file, open the 'public' folder. You should see the following files in the folder:

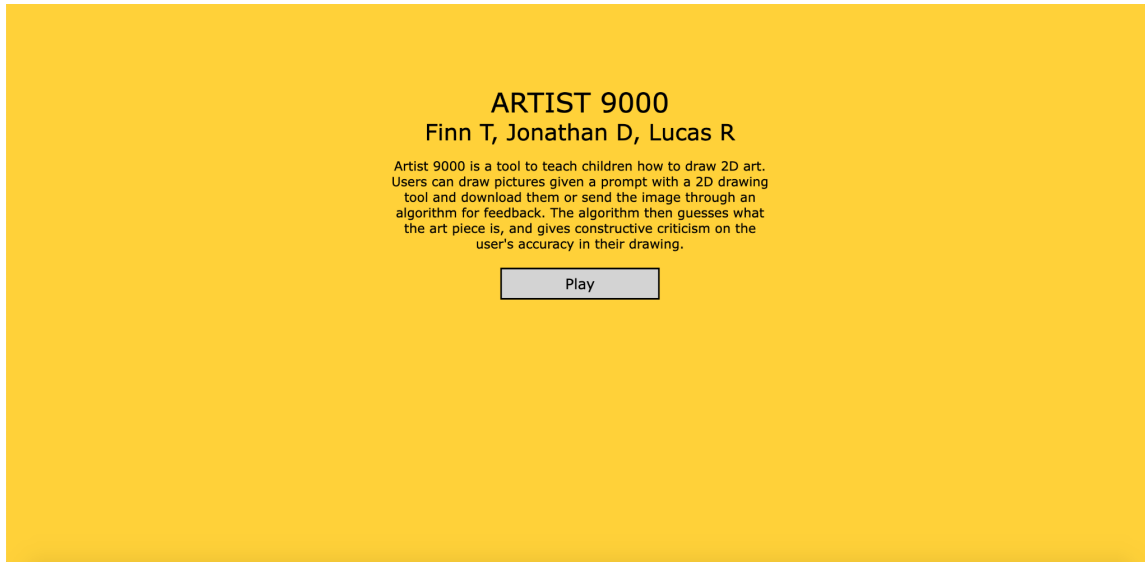


To run the program: Open the index.html file on either Firefox or Chrome and **make sure to disable all extensions.**

Features

Index Page

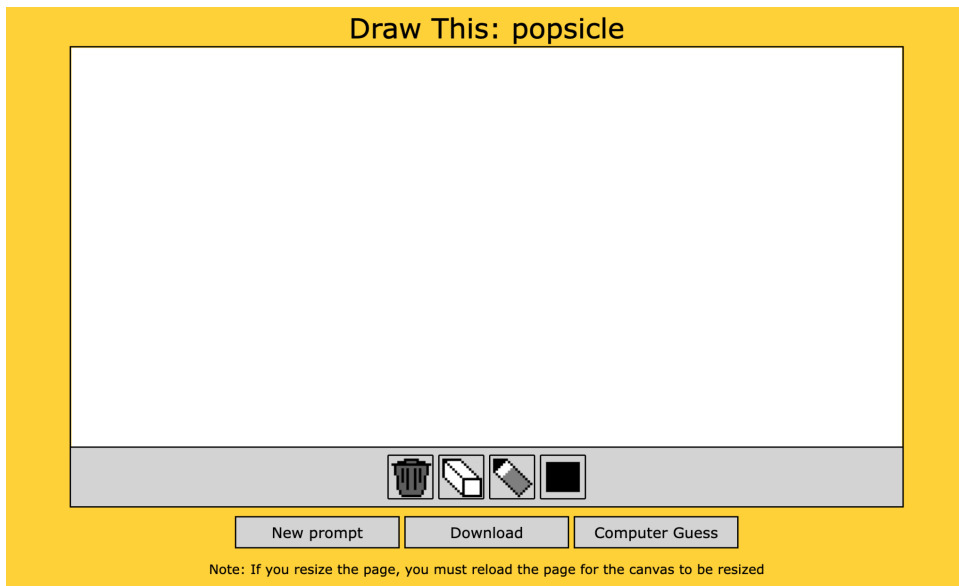
When you run the index.html you should be taken to the index page:



The index page has the title, a short description of the project, and the play button. The play button will redirect you to the main part of the program, the game.

Sketch Page

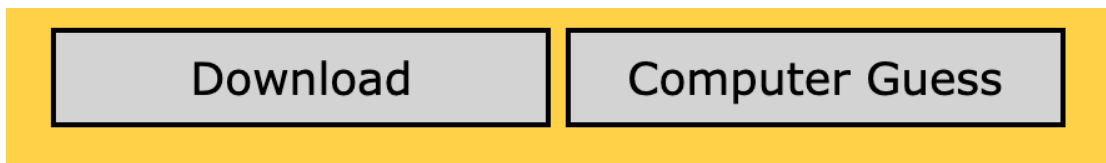
The game looks like this:



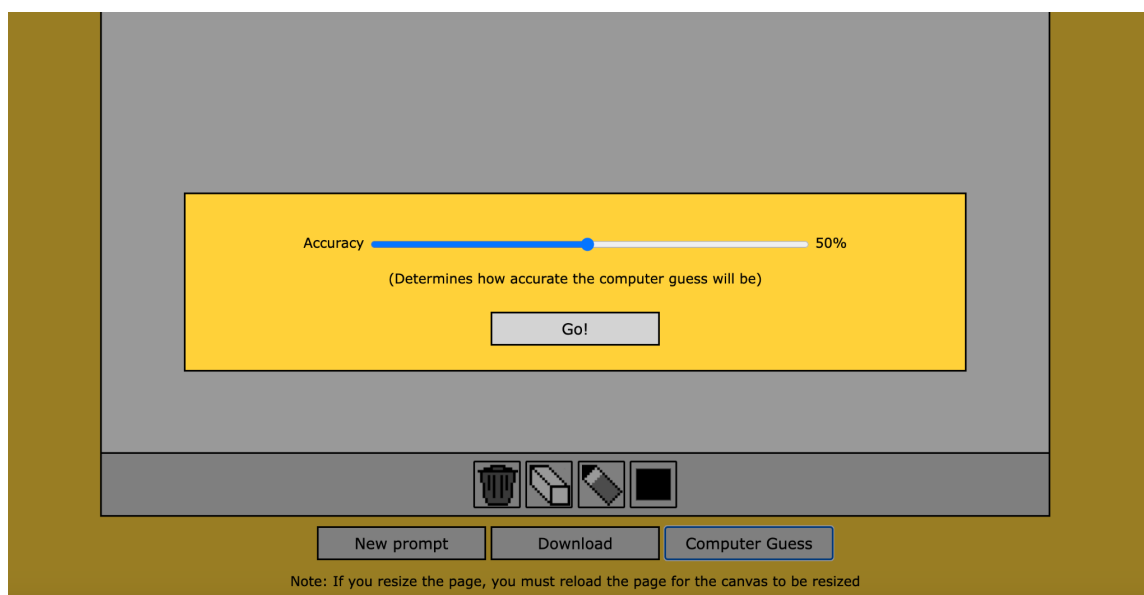
The game will give you a prompt to draw. If you are not satisfied with your prompt, click the 'New prompt' button to change the prompt. To start drawing on the canvas, click on one of the buttons in the bottom part of the screen. By default, the pen button will be selected which allows you to draw on the canvas. To erase part of your drawing, click on the white eraser button which is the second button. To change the color of your drawing, click on the 4th button, which by default will be a black square. To delete your entire drawing, click on the trash can button, the first button.



Once you are satisfied with your drawing, you may choose to download your image if you are particularly pleased with the product. Do this by clicking on the 'Download' button. To see what the algorithm thought of your drawing, click on the 'Computer Guess' button.



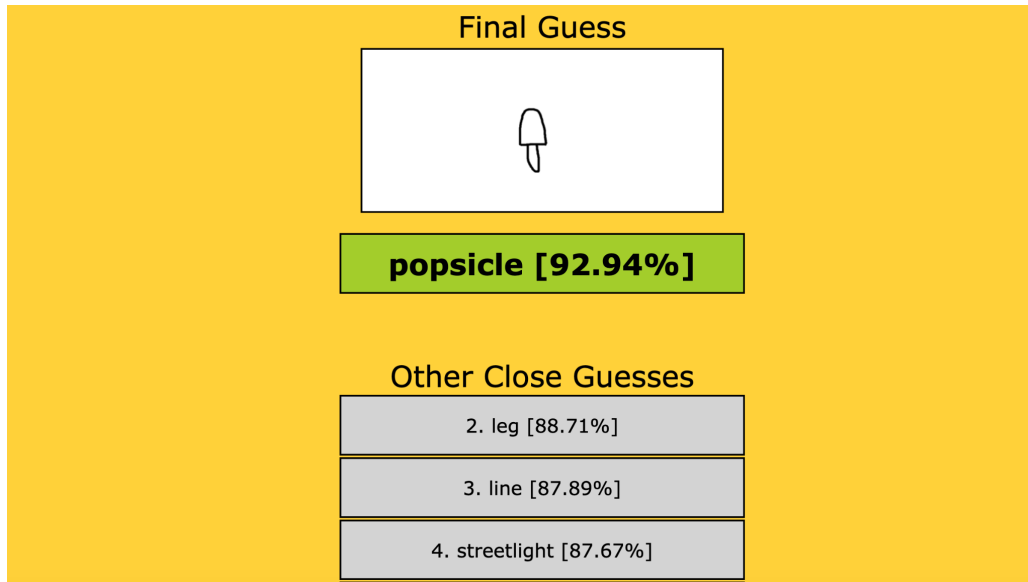
An accuracy slider will pop up on your screen which determines how accurately the algorithm will guess your drawing. The higher the accuracy slider, the longer the algorithm will take to run.



Once you click on the ‘Go!’ button, you will be redirected to the results page.

Results Page

The results page looks like this:



It includes a recap of your drawing, the final guess of your drawing by the algorithm, and the other close results from top to bottom, the top being the closest. The original prompt is highlighted in green. If you want to see more results and the associated percentages, click the ‘Show more’ button. You can also go back to the canvas by clicking the ‘Play Again!’ button or go back to the index page by clicking the ‘Back to Main Menu’ button.

