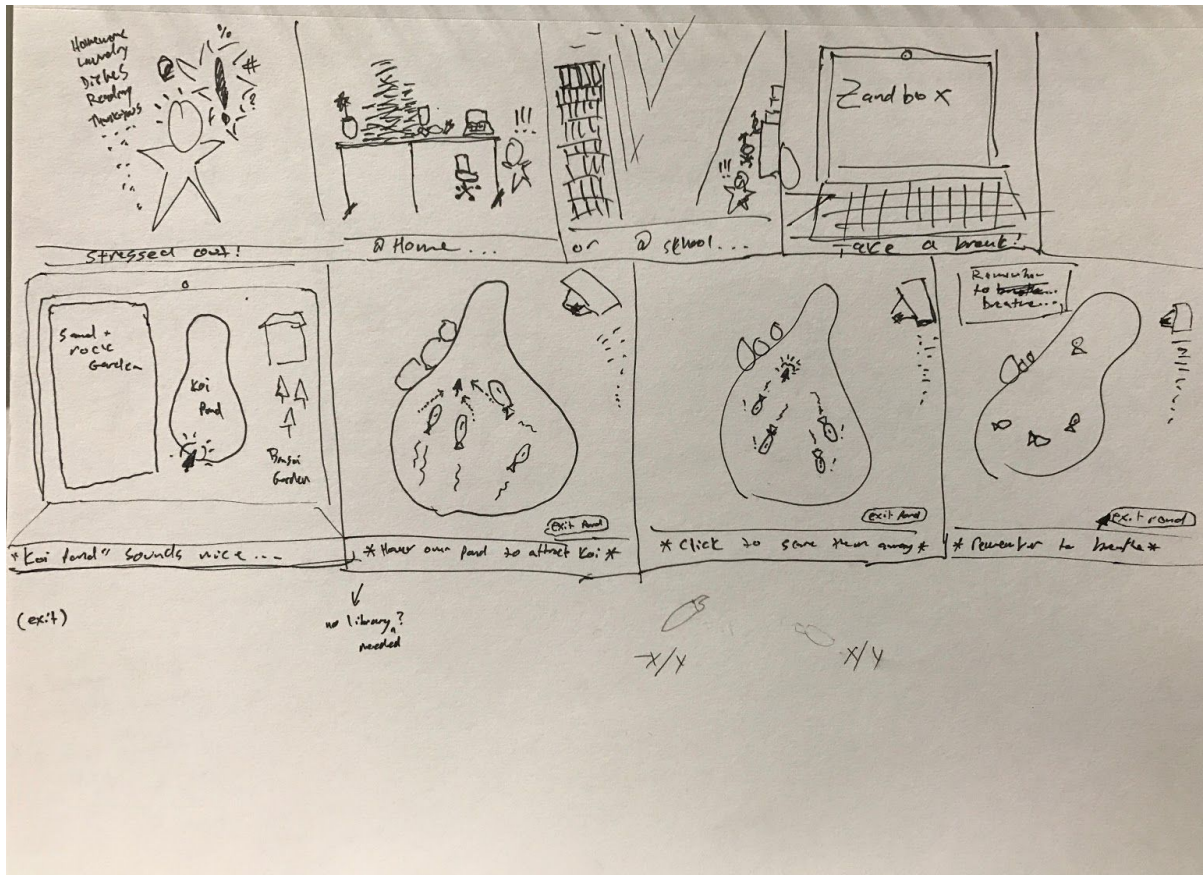


Zandbox

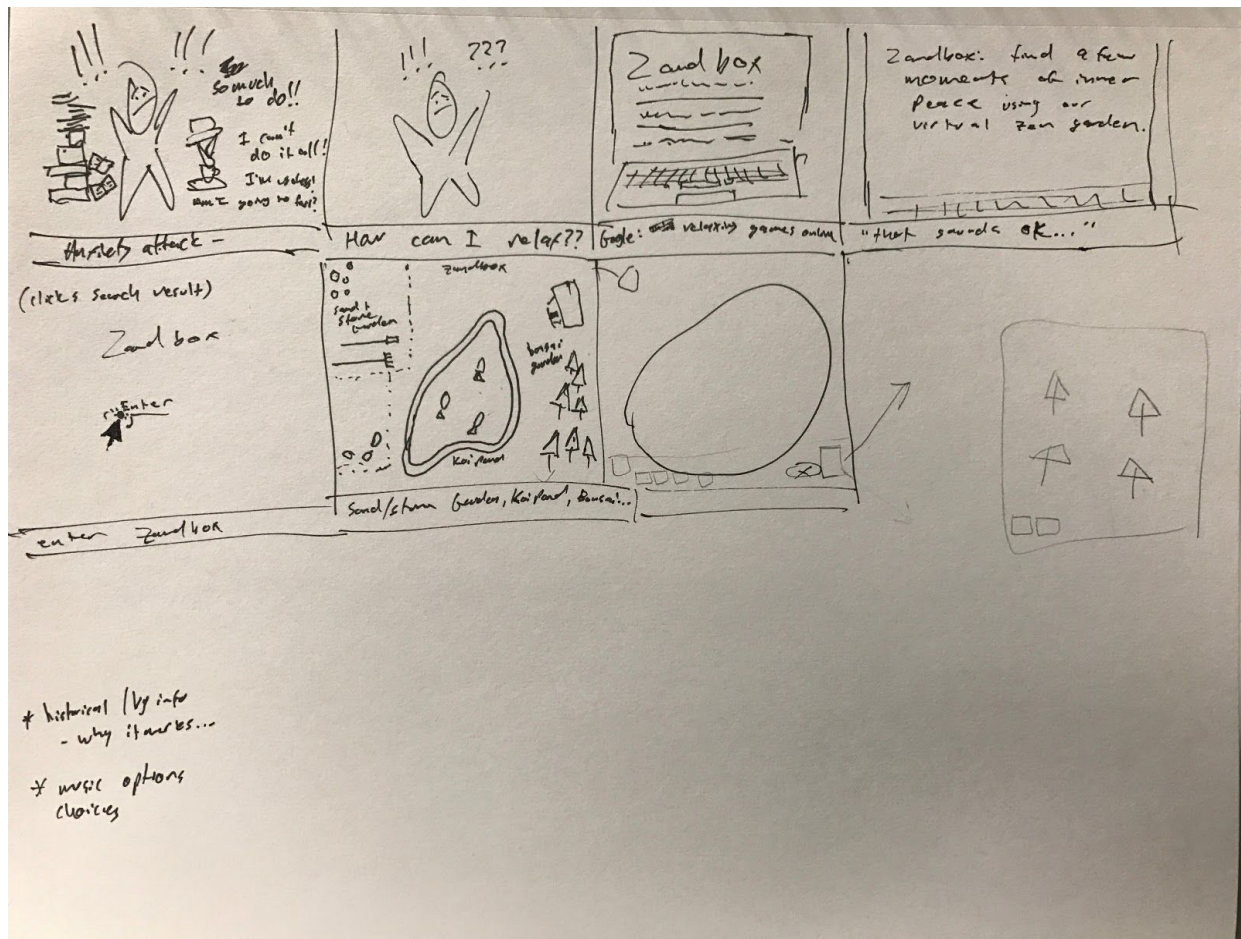
Storyboards

Adam Rosado

Storyboard #1



Storyboard #2



Learning Outcomes

I found that, despite my best intentions, I became fixated on sketching small details, rather than on the big picture. I think it was beneficial to have such short time constraints for the two storyboards, and ultimately the fact that I didn't complete either one let me know that I needed to think more about the UI/UX flow. It was great to get feedback on the panels that I did complete; I received a few great suggestions pertaining to navigation between the three areas (sand and rock garden, koi pond, Bonsai garden) from within the app. Based on the feedback I received, I also feel like my focus is more clear; I am going to prioritize the sand and rock garden first, followed by the koi pond, followed by the Bonsai garden. If the learning curve of three.js ends up being very steep, I may need to focus solely on that, and skip the other two areas all together (for this quarter, at least).