Artelligent ReadMe

<u>Github location:</u>
https://github.com/candice2/Artelligent-Team.git

<u>Project Structure</u>

Frontend (Folder)
- Index.html
  - Application web page
- Main.js
  - Primary JS file
- Main.css (Styling)
- Model2
  - Classes_names.txt
    - Lists the 5 objects that the model is trained really well on
  - Model.json
    - Trained model
- Images
  - Hosted images

Routes (Folder)
Node_Modules (Folder)
Index.js
- Node.js server where images are stored and the application is served locally on port 3000

How to run the app

1. Download Node and npm if you do not have it installed
2. Pull the github repo
3. In your terminal, locate the project and you will find an index.js file. This file is the node server which serves the application. Run the server by typing node index.js
   a. Now the application is ready to be accessed
4. Open your browser and type localhost:3000/home in the url bar
   a. You will be directed to the Artelligent Application
5. There are 5 very well trained images that you can try drawing to see the prediction

     a. Apple
     b. Sun
     c. Moon
     d. Star
     e. Clock

6. Try drawing any of the images mentioned above
7. Once you've completed your drawing and lifted the mouse, at the bottom of the page you will find a list of predictions.
8. Click on the correct object and the system will replace your sketched image with an actual drawing
     a. This image's positioning and size can be readjusted through the dragging feature