# DEZINE IT

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### CONCEPTS

- CREATE AN APP FOR USERS TO DESIGN THEIR DREAM HOUSE
- AN EASY APPLICATION FOR EVERYONE TO DESIGN ON
- HELPS USERS TO DECIDE THE FINAL LOOK OF THEIR DREAM HOUSE



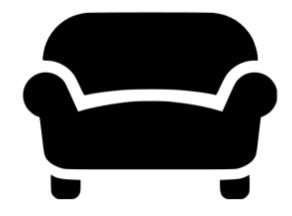
## Target users

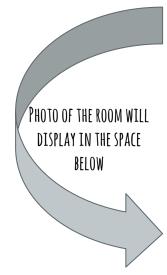
- PEOPLE MOVING INTO A NEW HOUSE
- PEOPLE WHO WOULD LIKE TO RENOVATE OR REDECORATE THEIR ROOM
- PEOPLE DECIDING WHAT FURNITURES TO BUY



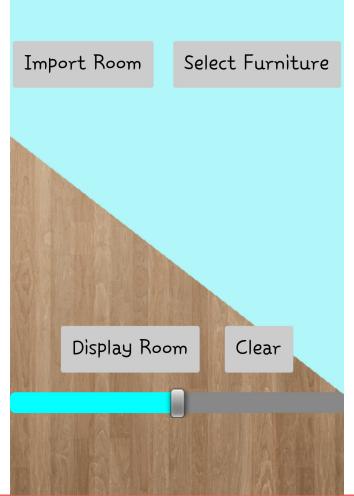
# Dezine it

- TAKE A PHOTO OF ROOM
- SELECT FURNITURE
- DESIGN IT
- INFORMATION OF THE FURNITURE





ADJUSTS THE SIZE OF SELECTED FURNITURE



TAKES USER TO A SCREEN
WHERE THEY CAN SELECT A
FURNITURE TO DISPLAY ON
THE PHOTO

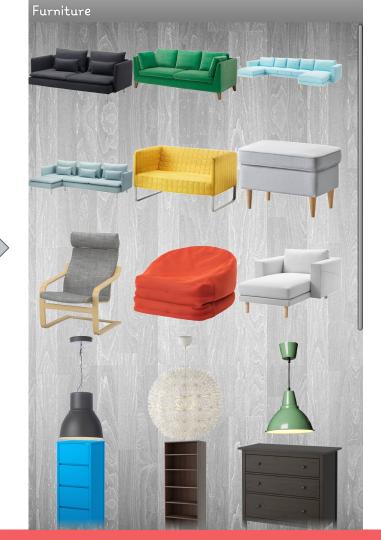
CLEARS THE FURNITURES AND ALLOWS USERS TO REDESIGN THEIR ROOM

#### <CODE BLOCKS>

#### DESIGNING SCREEN

```
initialize global furniture to [ 0 create empty list
when Camera1 .AfterPicture
                               initialize global [mage2] to [get start value
 image
                                                             when DisplayRoomButton . Click
   set Canvas1 - . BackgroundImage - to get image -
                                                             do open another screen screenName "Display"
when ImportRoomButton . Click
                                        ClearButton - Click
   call Camera1 .TakePicture
                                   do set [mageSprite1 - . Visible - to false -
when Screen1 Initialize
    set ImageSprite1 - . Picture - to get global Image2 -
                                                     when ImageSprite1 .Dragged
when SelectFurnitureButton .Click
                                                       startX startY prevX prevY currentX currentY
   open another screen screenName
                                    Furniture "
                                                         set ImageSprite1 - . X - to
                                                                                       get currentX -
                                                          set ImageSprite1 . Y to
                                                                                       get currentY -
when Slider1 .PositionChanged
 thumbPosition
    set ImageSprite1 . Width to
                                     get thumbPosition -
    set ImageSprite1 . Height to get thumbPosition
```

THE FURNITURE SCREEN
FOR USERS TO SELECT AND
DECORATE THEIR ROOM





#### <CODE BLOCKS>

#### FURNITURE SCREEN



# FUNCTIONS

- APP FOR INTERIOR DESIGN
- DISPLAYS FOR FINISHED ROOMS
- VARIETY OF FURNITURE TRIALS
- HANDY FOR RENOVATION OR MOVING INTO NEW HOUSES
- INFORMATION OF FURNITURES AND DIFFERENT PRODUCTS



# **IMPROVEMENTS**

- MORE VARIETIES OF FURNITURES TO CHOOSE FROM
- HYPERLINKS TO WEBSITES
- EASIER MECHANICS
- FURTHER UPDATES:)



# VIDEO TIME:D



# THank You!

Hope you all enjoyed:)