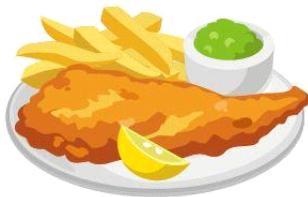


## **Comixplain – Mathematical Thinking**

### Idea(s)

We have come up with 4 main AR ideas for our comic:

- 1st, to set the mood on the first page and help the readers immerse themselves - We want to use the phone's camera in order to project into the real world a scene where the waiter is walking around the tables, taking everyone's order. And after the user clicks on the screen, a pop-up of the orders comes up
- 2nd, to further help illustrate the combinations between the customers and their meals and to help the reader more easily understand the concept, we want to create a 2D graph that shows the 3 people on top, the 3 meals on the bottom, and all the possible combinations between them along with an explanation. After the user clicks, the RIGHT combinations will be highlighted. We thought of using the below pictures:

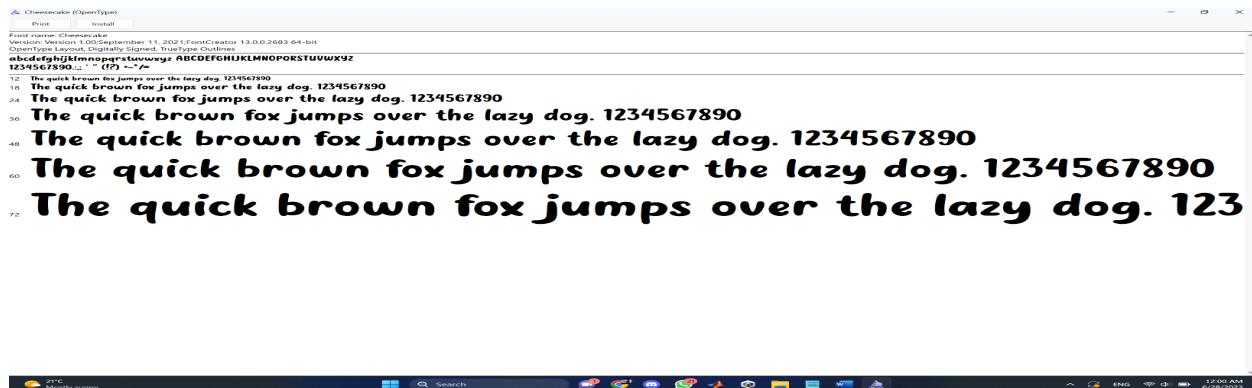


- 3rd, For this page we wanted to show the correlation between the meals shown in the parentheses and how it affects the sentences themselves. So we came up with an idea where the user can click on the up/down arrows in order to move the meals around while seeing live the difference it makes to the sentences.

- 4th, Lastly we want to implement a game similar to tic-tac-toe. Where a random matrix is generated every time and the user has to guess which customer got what food. And after every submitted guess, they get feedback in the form of how many they got right. So the user has to make use of this information and deduce the correct answer.

Moreover, we have already decided on particular color scheme and font to be used.

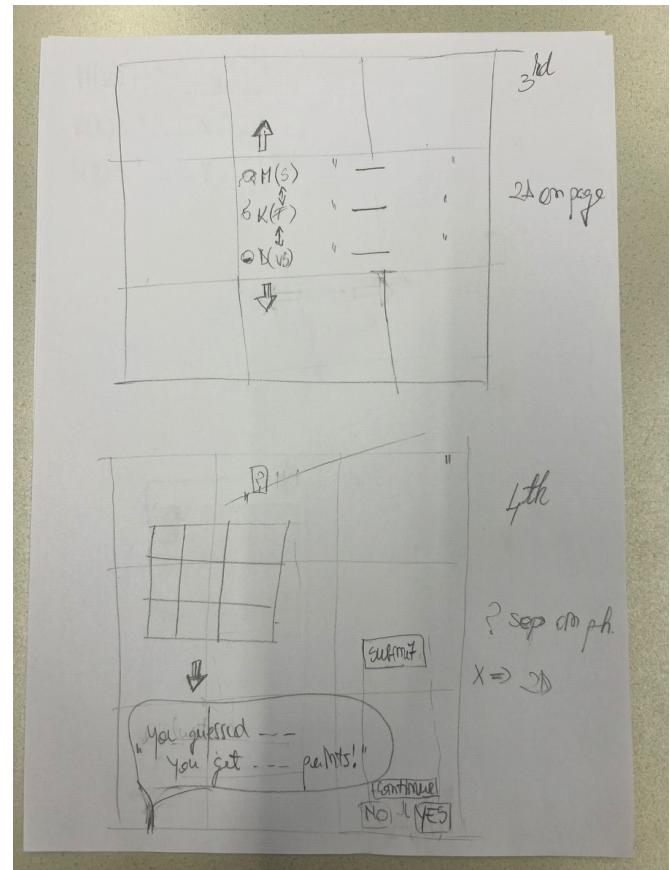
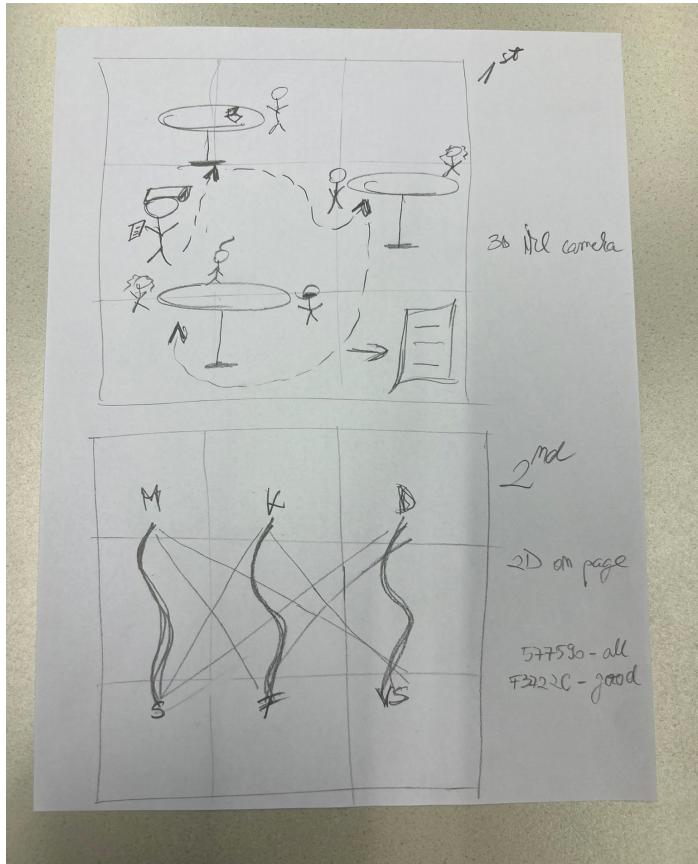
## Palette



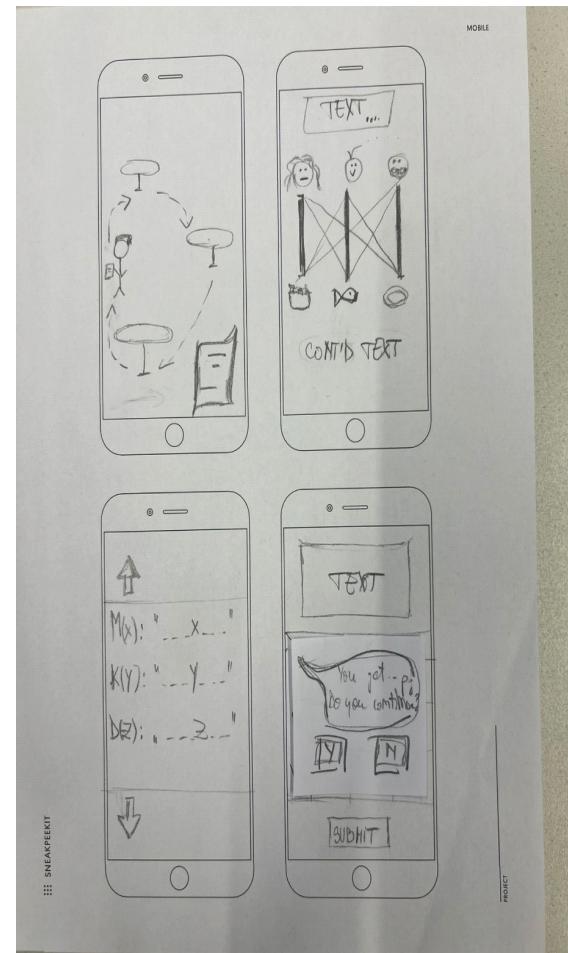
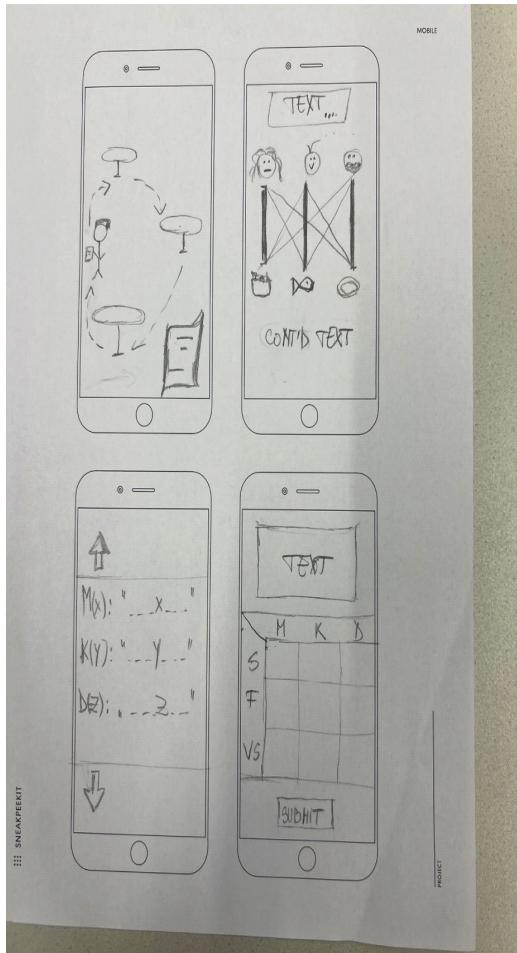
## Moodboard



## Scribbles



## Wireframes



## Lo-Fi Paper Prototype

