

GARDEN CRAFT

Your smart garden design partner for a better outdoor space.

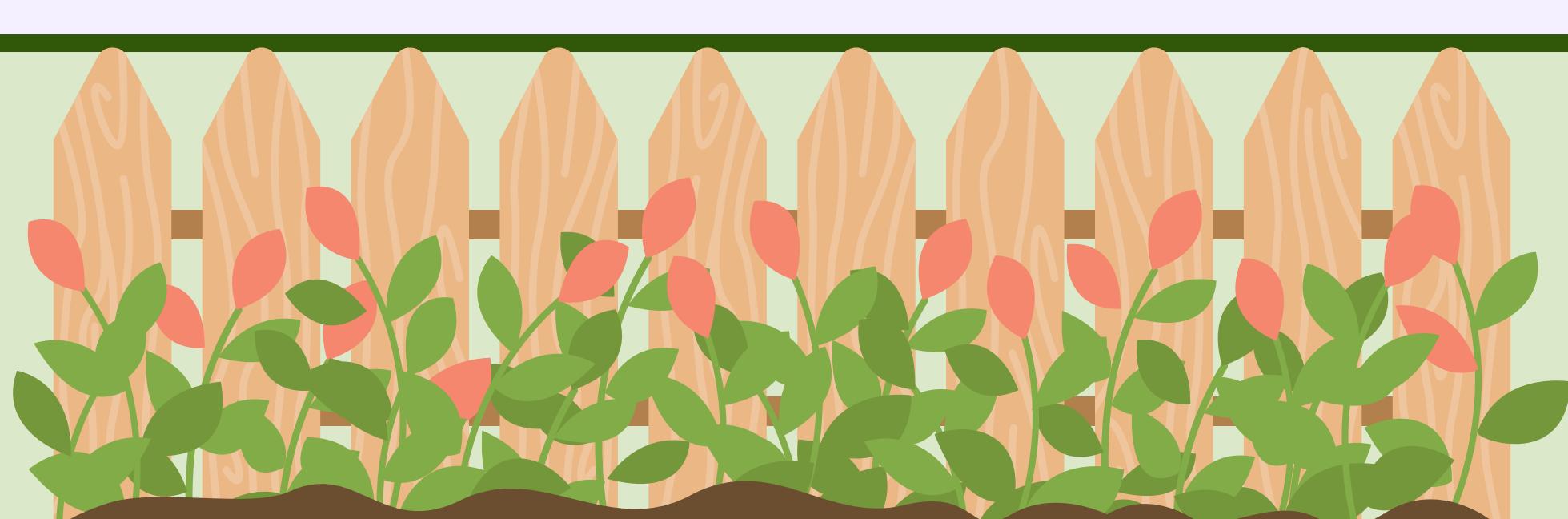
PROBLEM SPACE

The problem space highlights the need for better garden design and management tools. Gardeners struggle with finding local resources, visualizing garden layouts in 3D, and collaborating on projects. The absence of integrated solutions complicates planning and community-driven approaches.



TARGET AUDIENCE

The target audience for "Garden Craft" includes garden enthusiasts, hobbyists, and homeowners who are interested in enhancing their outdoor spaces, visualizing garden designs in 3D, and collaborating on garden projects with a community-driven approach.



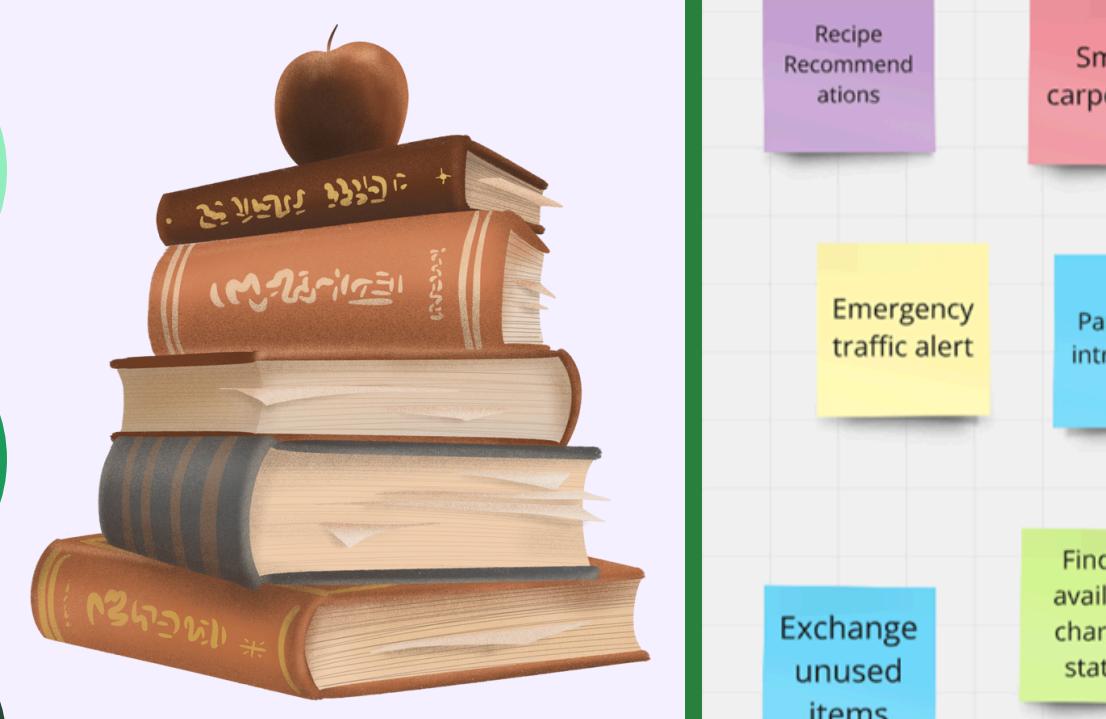
DESIGN PROCESS

Brainstorming & Research: Identify our domain (**#Local Garden Management**), conduct user and literature research, and establish the project direction.

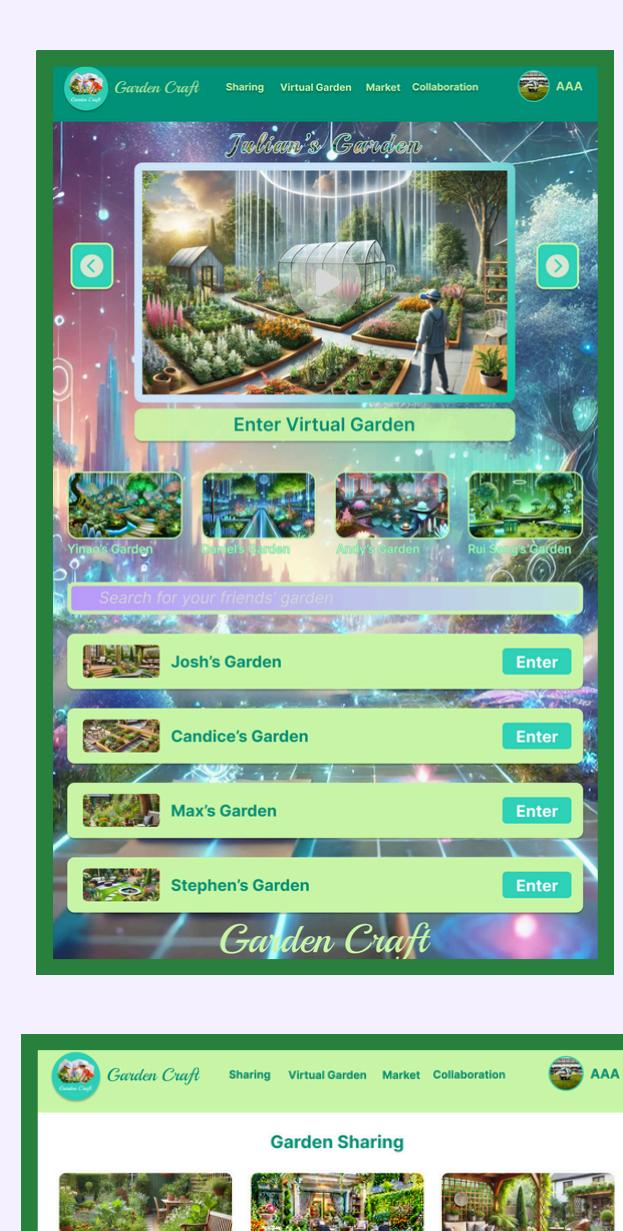
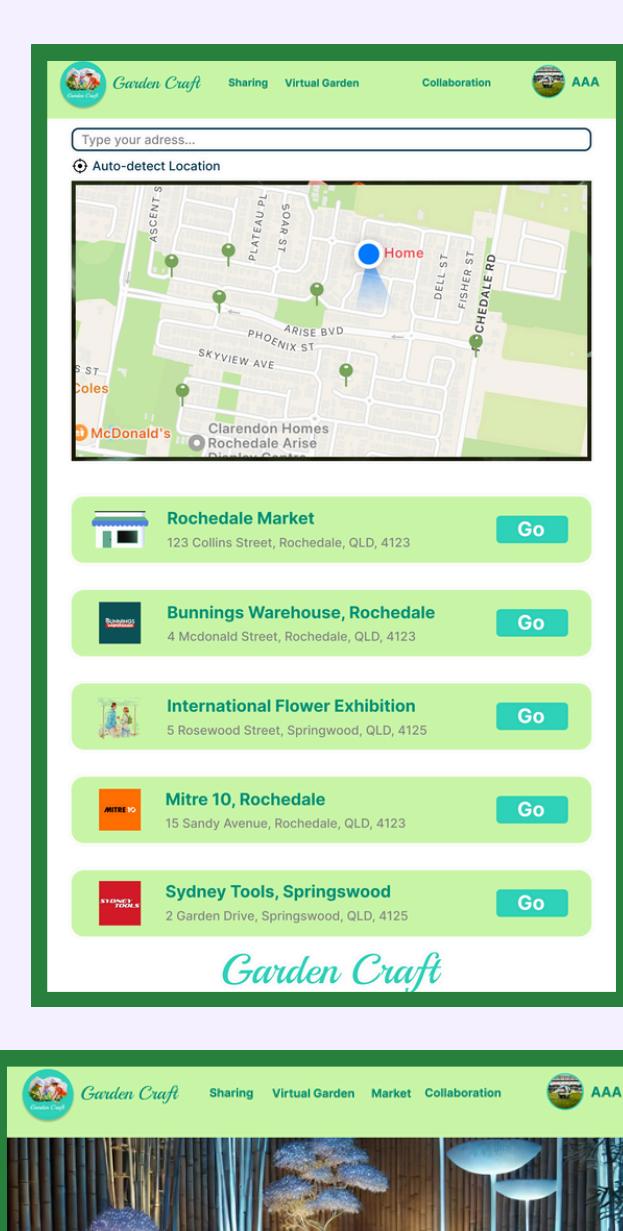
We explored the application of Virtual Reality (VR), GIS, and 3D simulation technologies in garden design, which can significantly improve the accuracy and interactivity of the design.

The research also focused on multi-user virtual reality collaboration systems, which enhance team cooperation and real-time feedback.

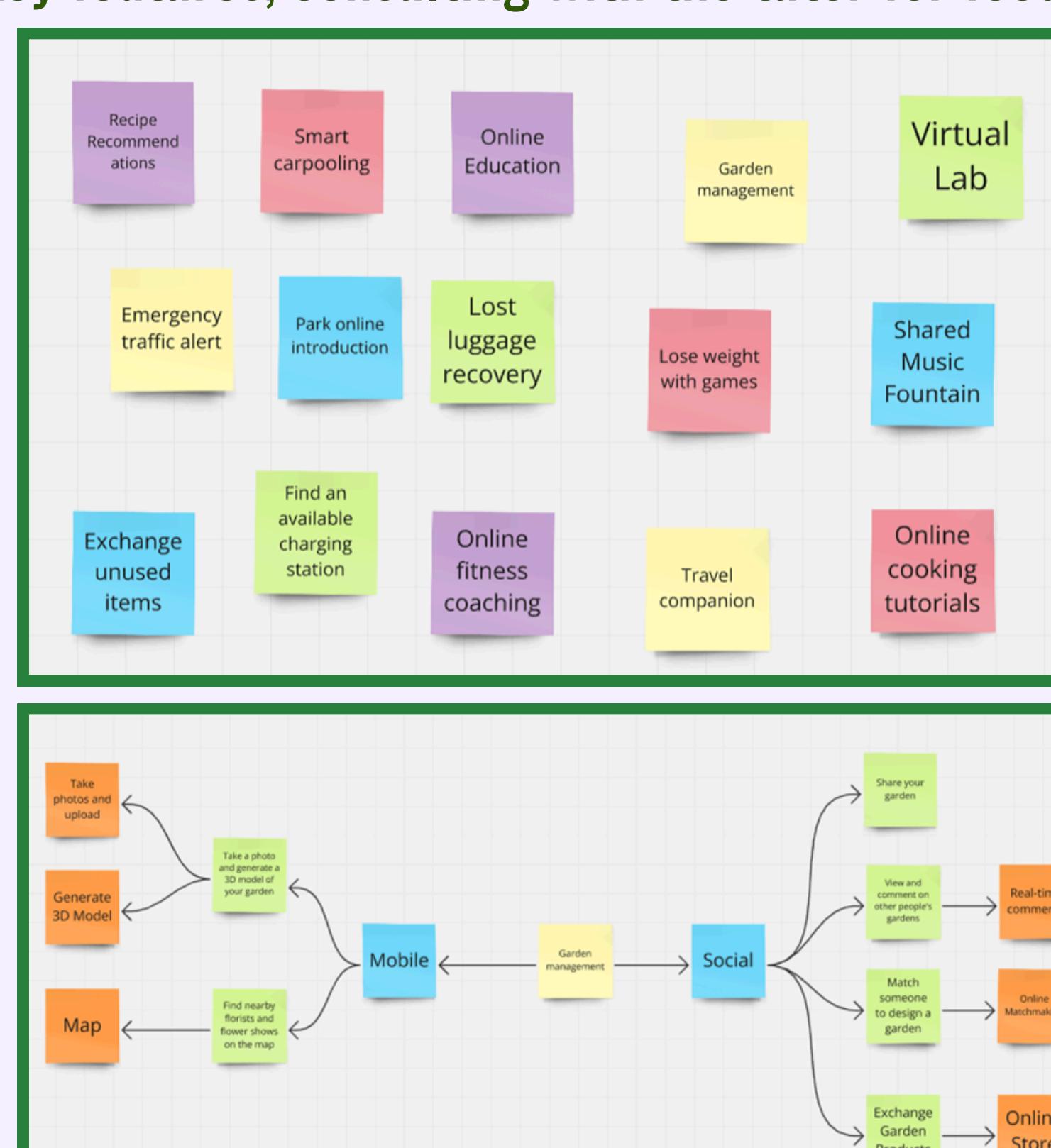
Finally, we referenced social elements from other applications, such as goal sharing and mutual learning, which can promote community-driven design innovation.



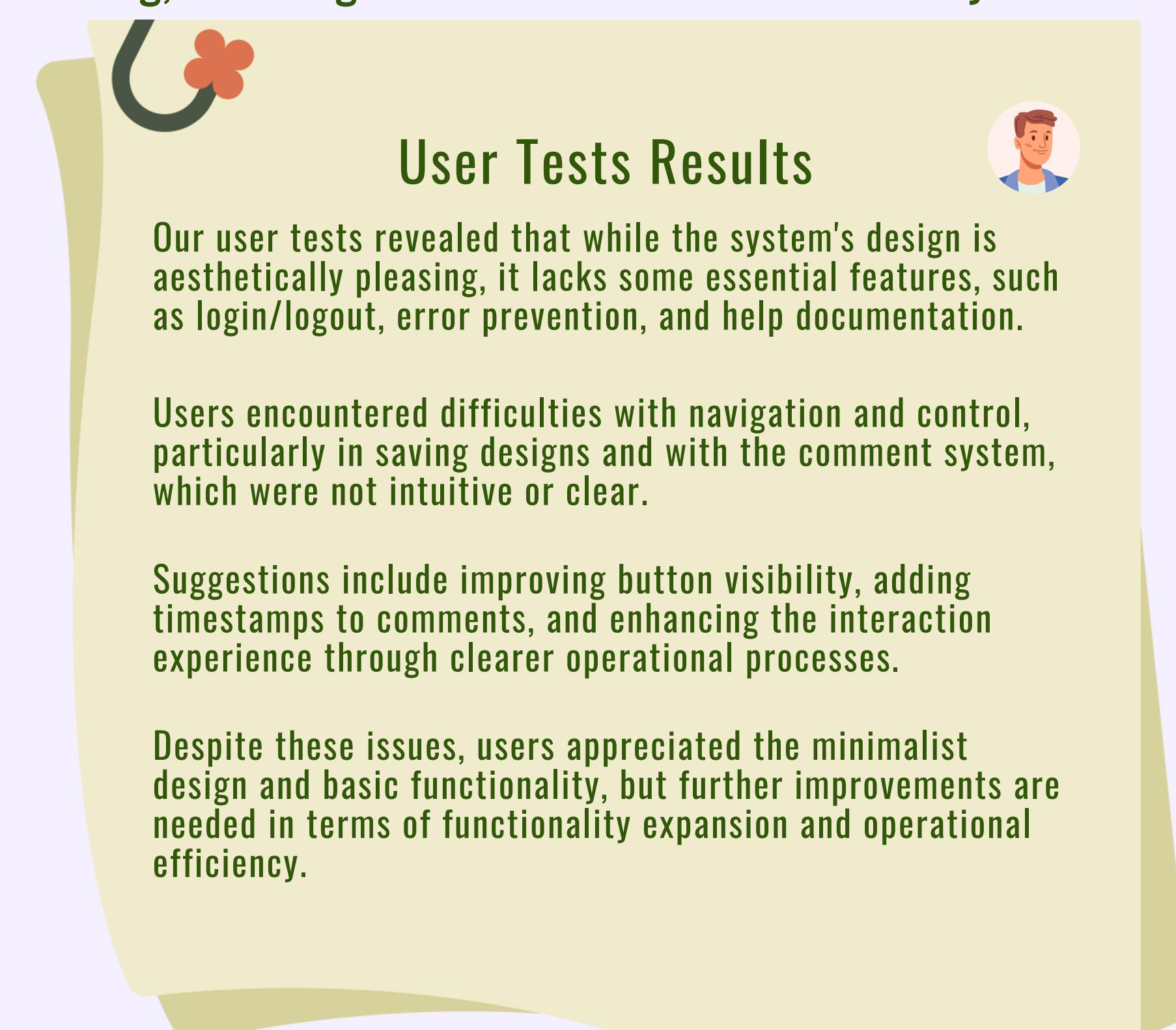
Prototyping & Iteration: Develop and iterate on the prototype, collecting feedback for improvements.



Ideation & Concept Development: Confirm the main concept and key features, consulting with the tutor for feedback.



Implementation & Testing: Implement the web-based project and conduct user testing, including user observations and feasibility tests.



User Tests Results

Our user tests revealed that while the system's design is aesthetically pleasing, it lacks some essential features, such as login/logout, error prevention, and help documentation.

Users encountered difficulties with navigation and control, particularly in saving designs and with the comment system, which were not intuitive or clear.

Suggestions include improving button visibility, adding timestamps to comments, and enhancing the interaction experience through clearer operational processes.

Despite these issues, users appreciated the minimalist design and basic functionality, but further improvements are needed in terms of functionality expansion and operational efficiency.

Final Project Completion: Complete the final version of the project.



PROJECT CONCEPT

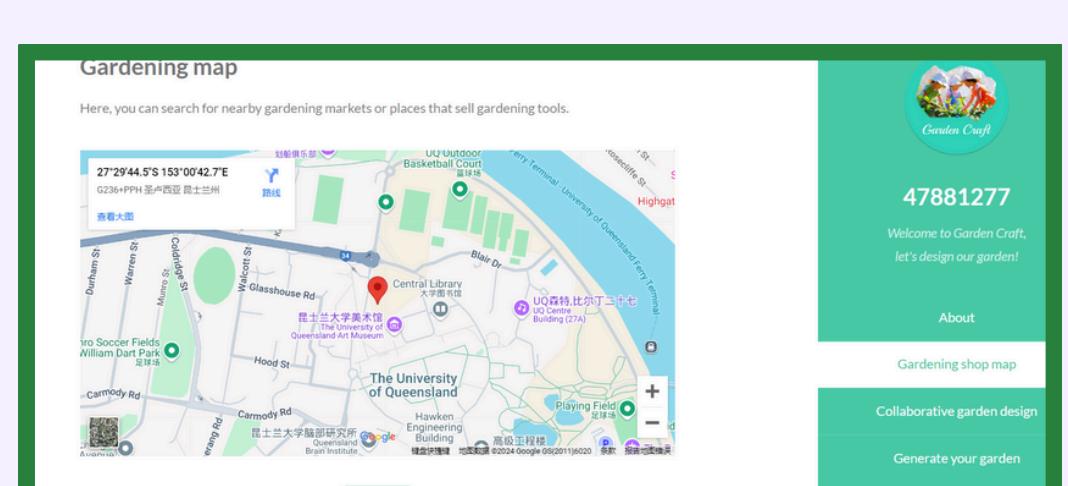
The project, "Garden Craft," is a garden management and design platform that enables users to enhance outdoor spaces by generating 3D garden models using Unity. Users can upload photos to create virtual garden simulations, collaborate on projects, and find local garden-related resources, such as tools, exhibitions, and markets. The platform encourages community-driven gardening by allowing users to share photos, comment, and work together in building customized gardens, making garden planning more interactive and accessible.



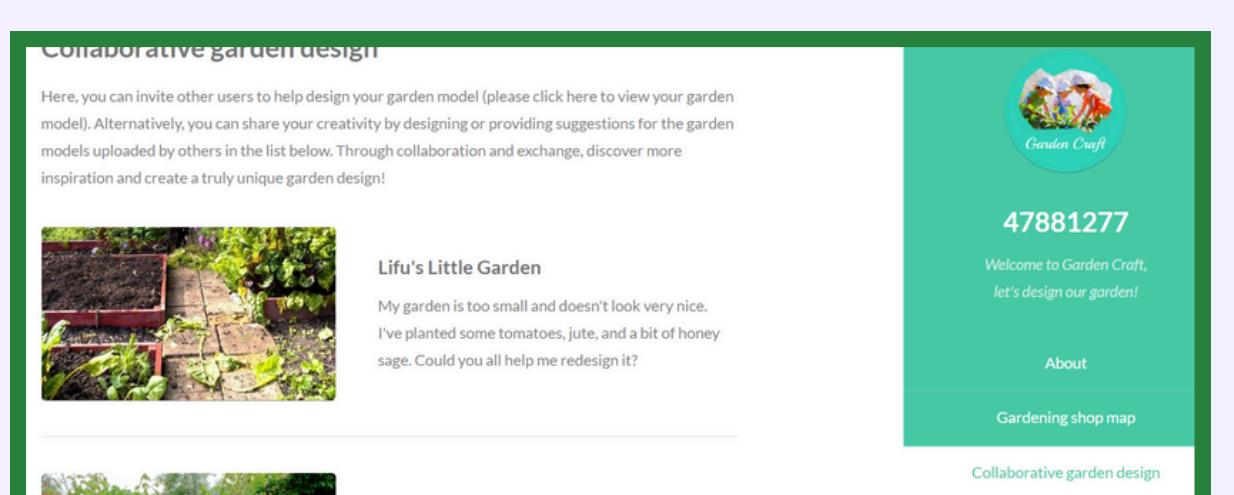
MAIN FUNCTIONS

- Collaboration:** Co-design gardens with shared feedback.
- Simulation:** Generate 3D models using Unity.
- Mapping:** Locate nearby garden resources easily.
- Community:** Engage users through sharing features.

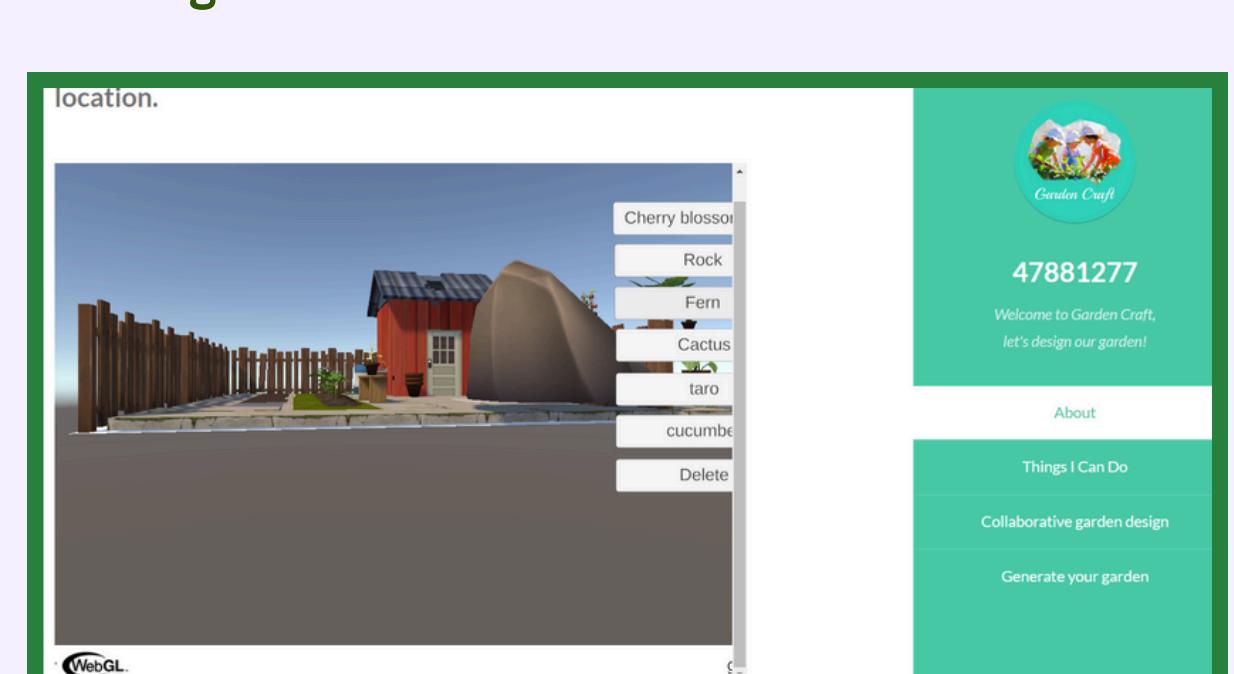
PROJECT EXHIBITION



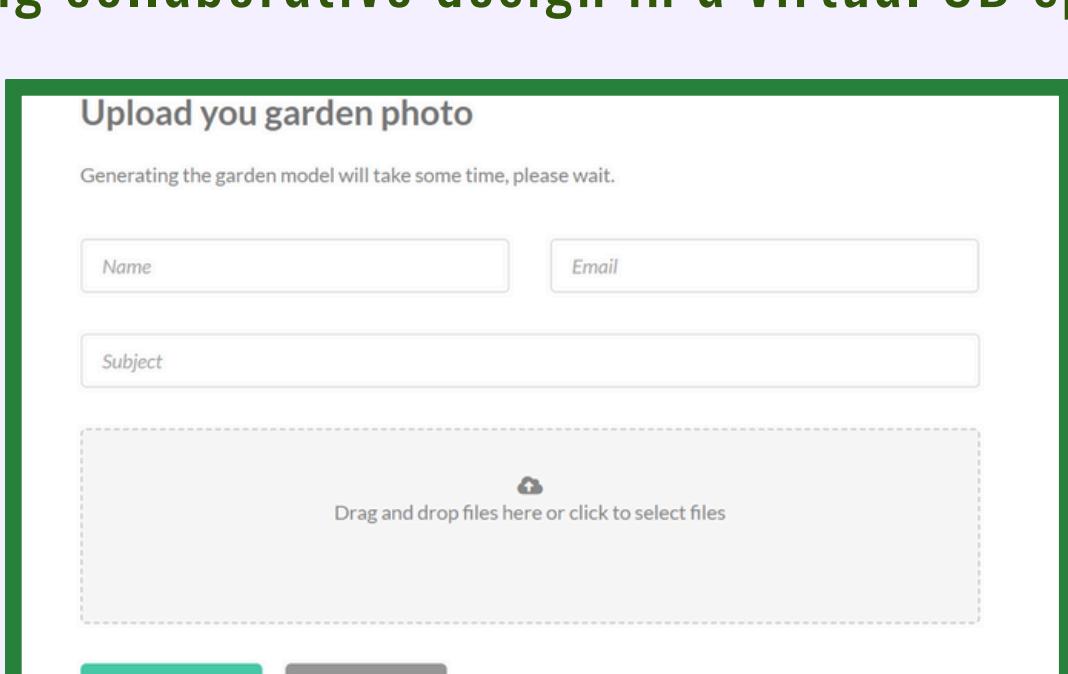
This is our map feature, where users can search for all garden-related locations near them.



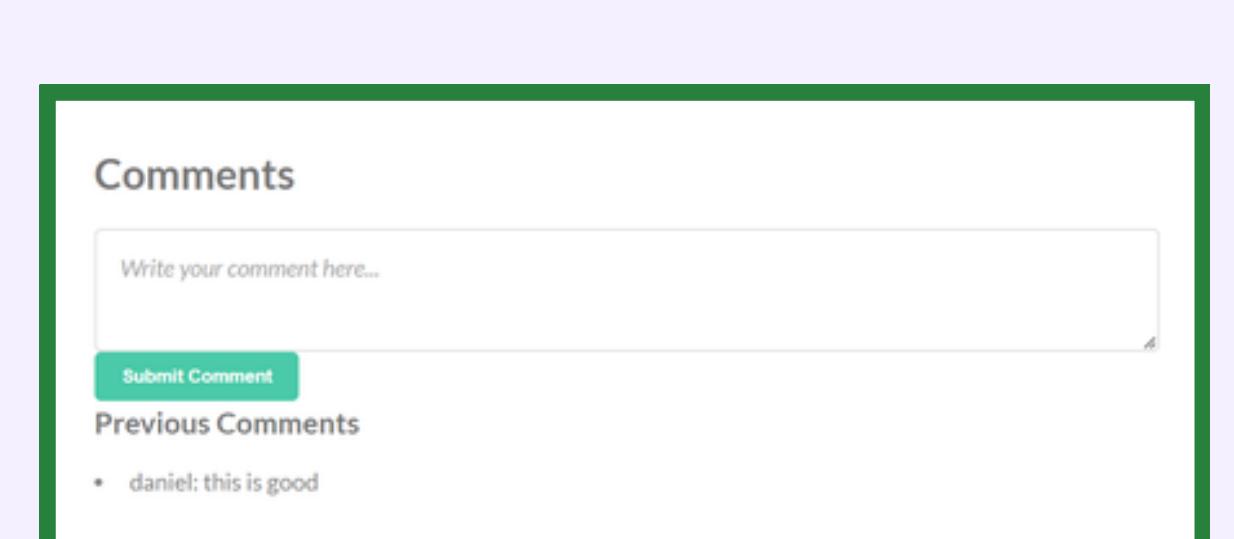
Users can invite others to collaborate on your garden model or offer suggestions for designs shared by others to create a unique garden through inspiration and exchange.



This feature allows the system to simulate user-uploaded garden images into a 3D garden mock-up, enabling collaborative design in a virtual 3D space.



The Users can upload their garden photo here.



Users can post real-time comments and interact in this area.