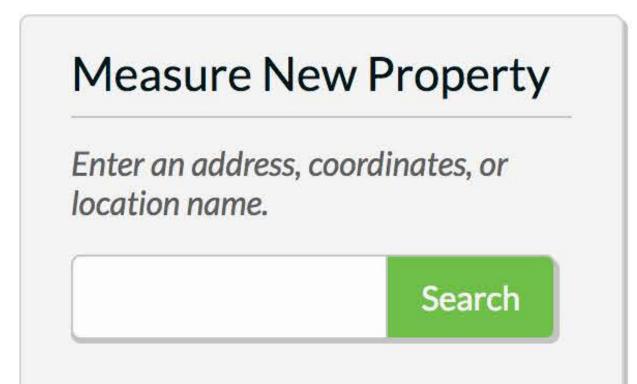


The following is a tour of the core functionality of the Go iLawn app and aspects of the redesign.

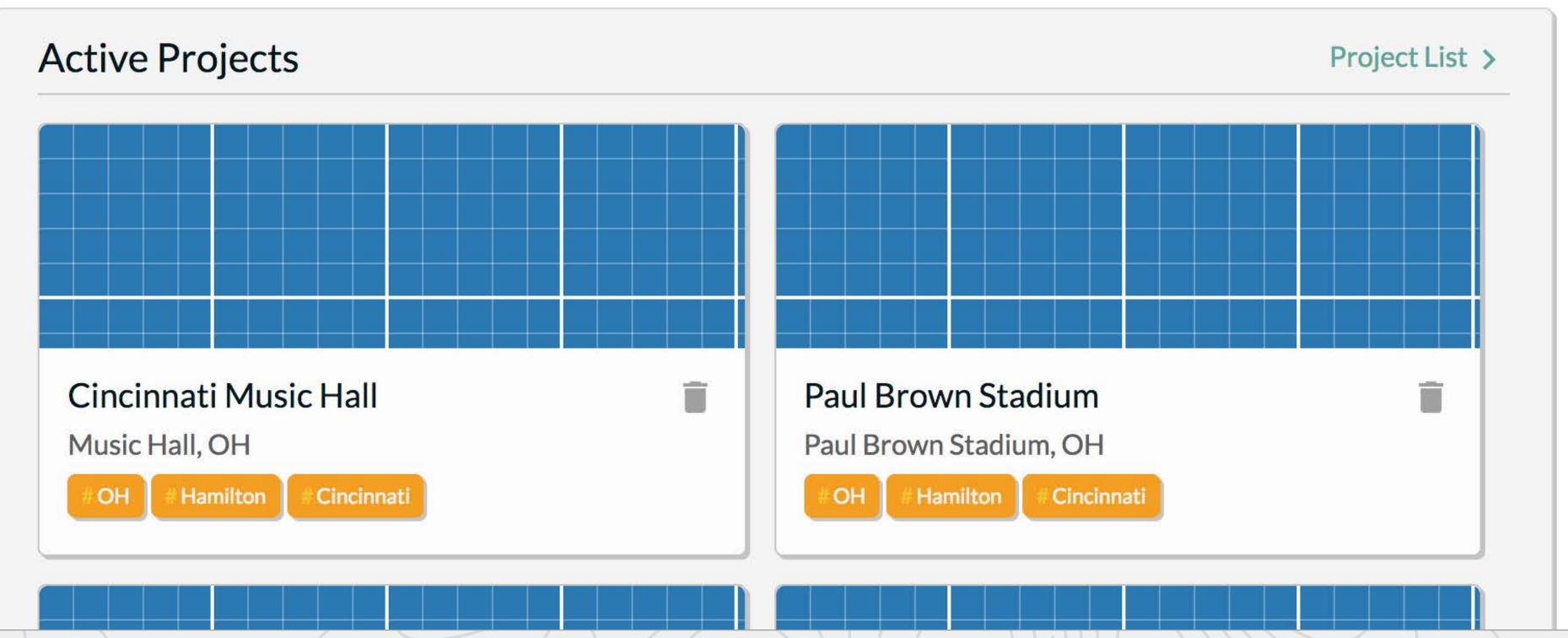
Dashboard

BLAWN





Searches Your Account > Searches Remaining: 256 Plan: Pro



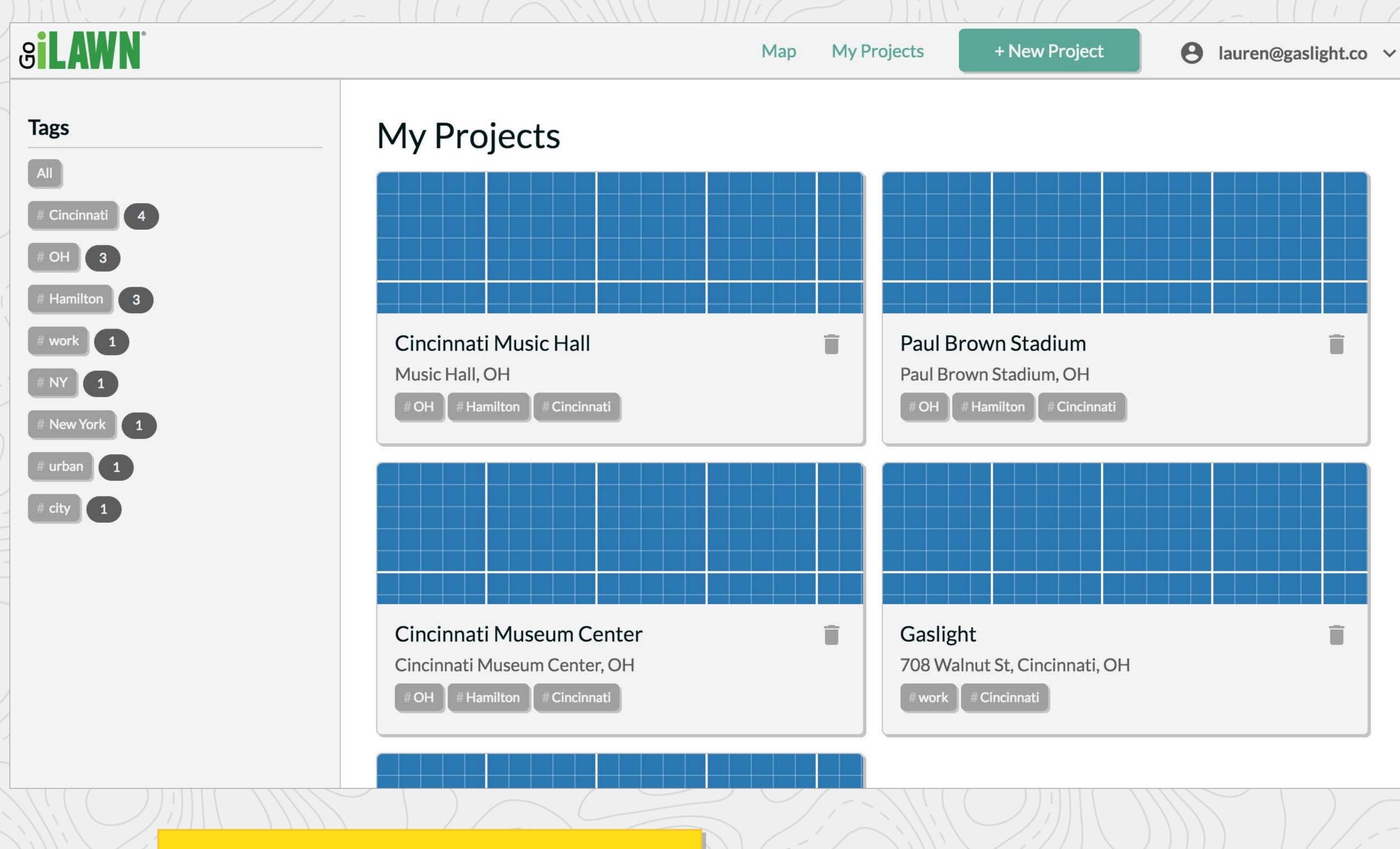
Go iLawn Dashboard

As Go iLawn is, first and foremost, used as a drawing tool, the dashboard view provides a quick means to resume or start new projects.

The blueprint-styled grid pattern exists as a standin for a snapshot of the project or a road map of the its location, implementation pending.







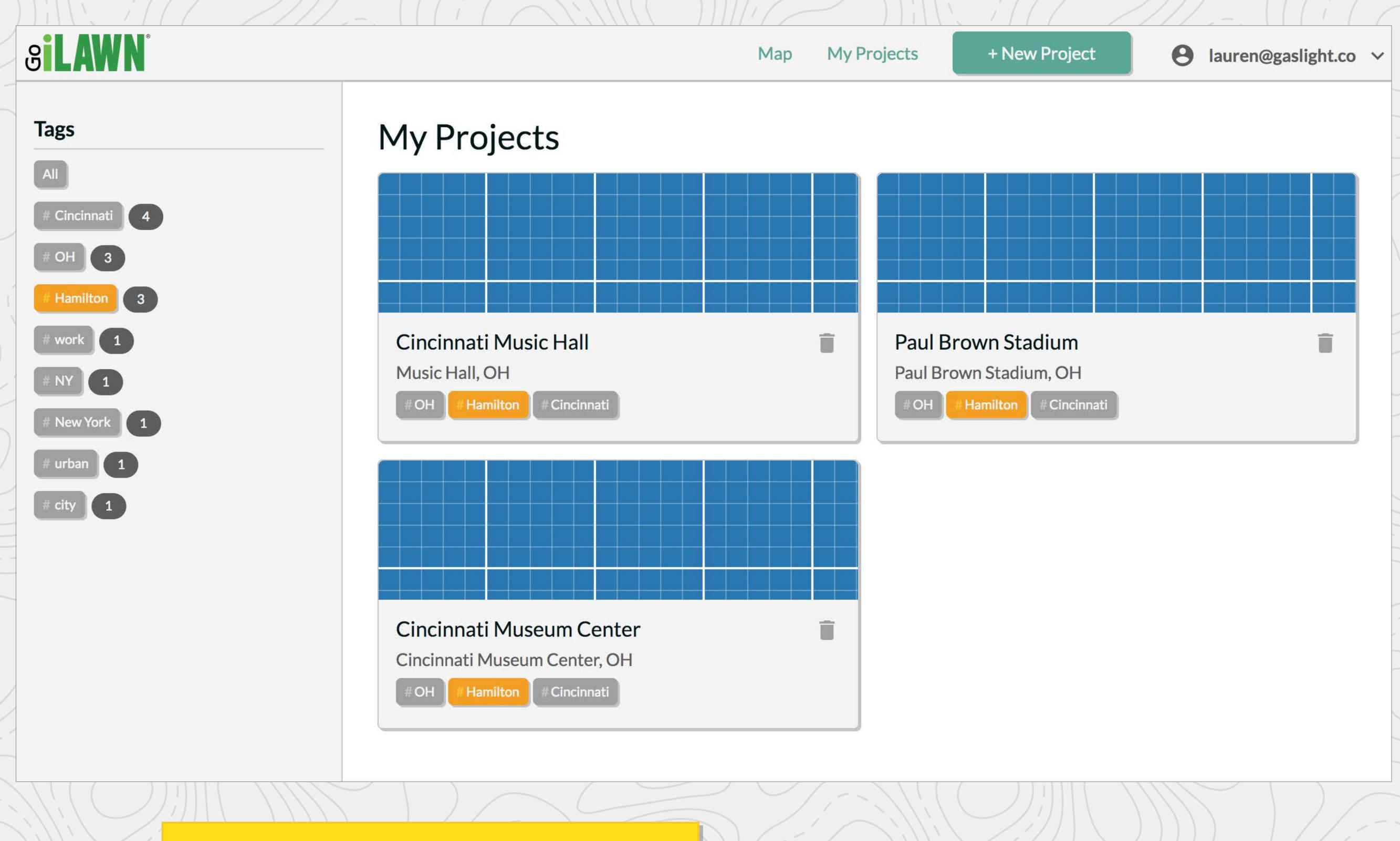
Go iLawn | My Projects

To track down and manage projects on a larger level, the My Projects view can be used.

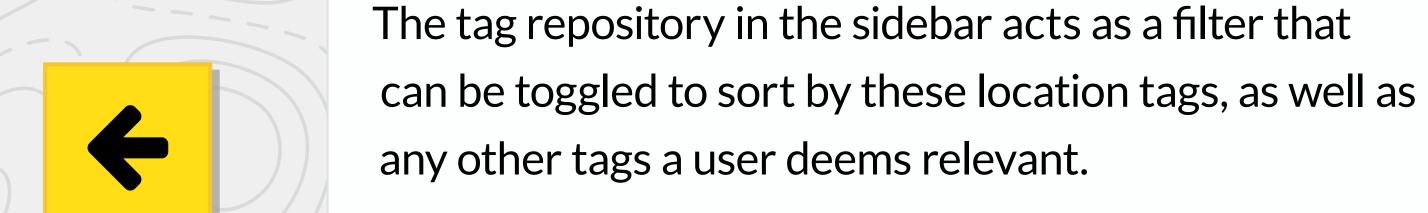
Projects are tagged automatically on creation with city and county to easily focus in on a past project that needs to be used for reference.



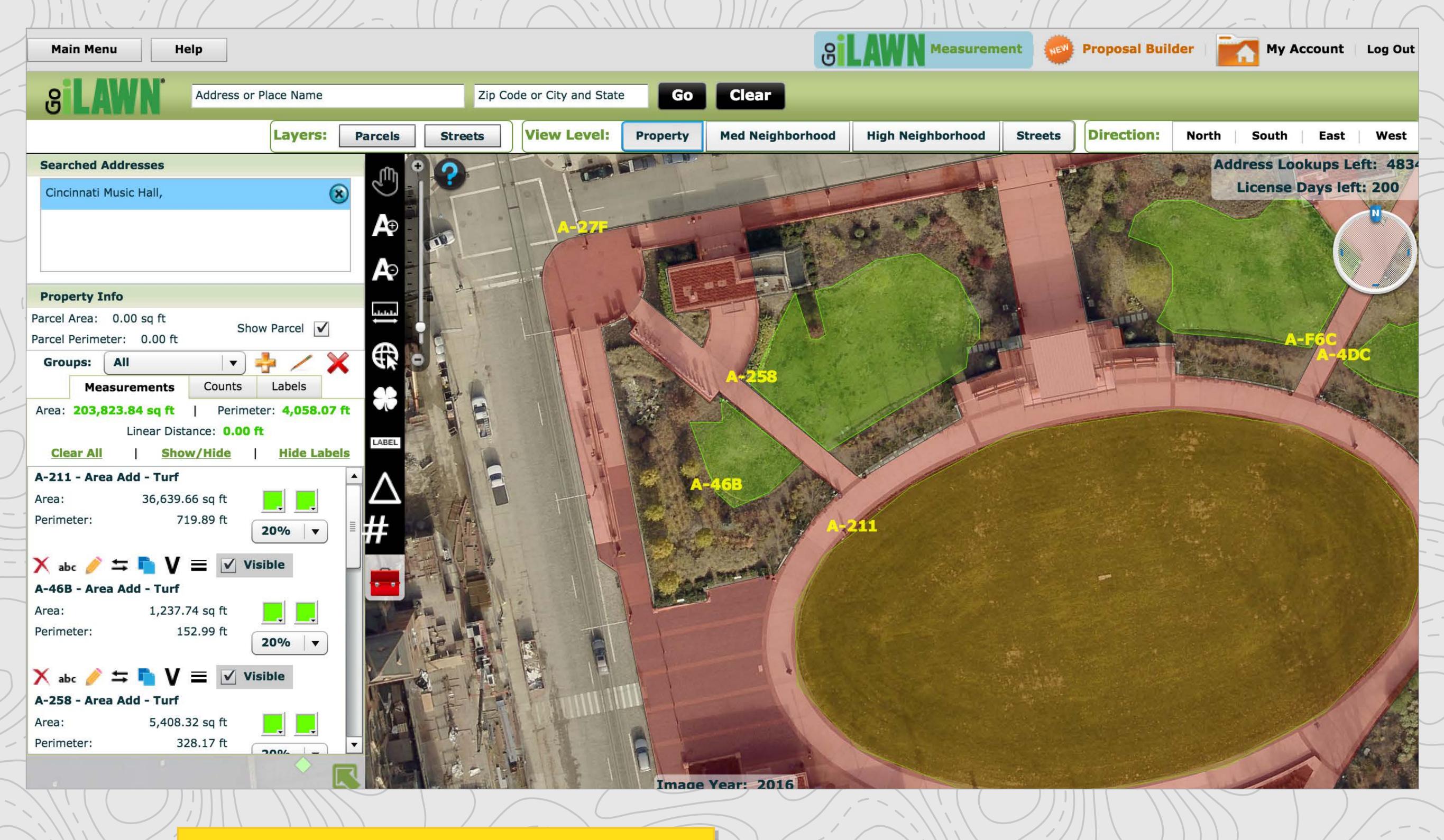




Go iLawn | My Projects





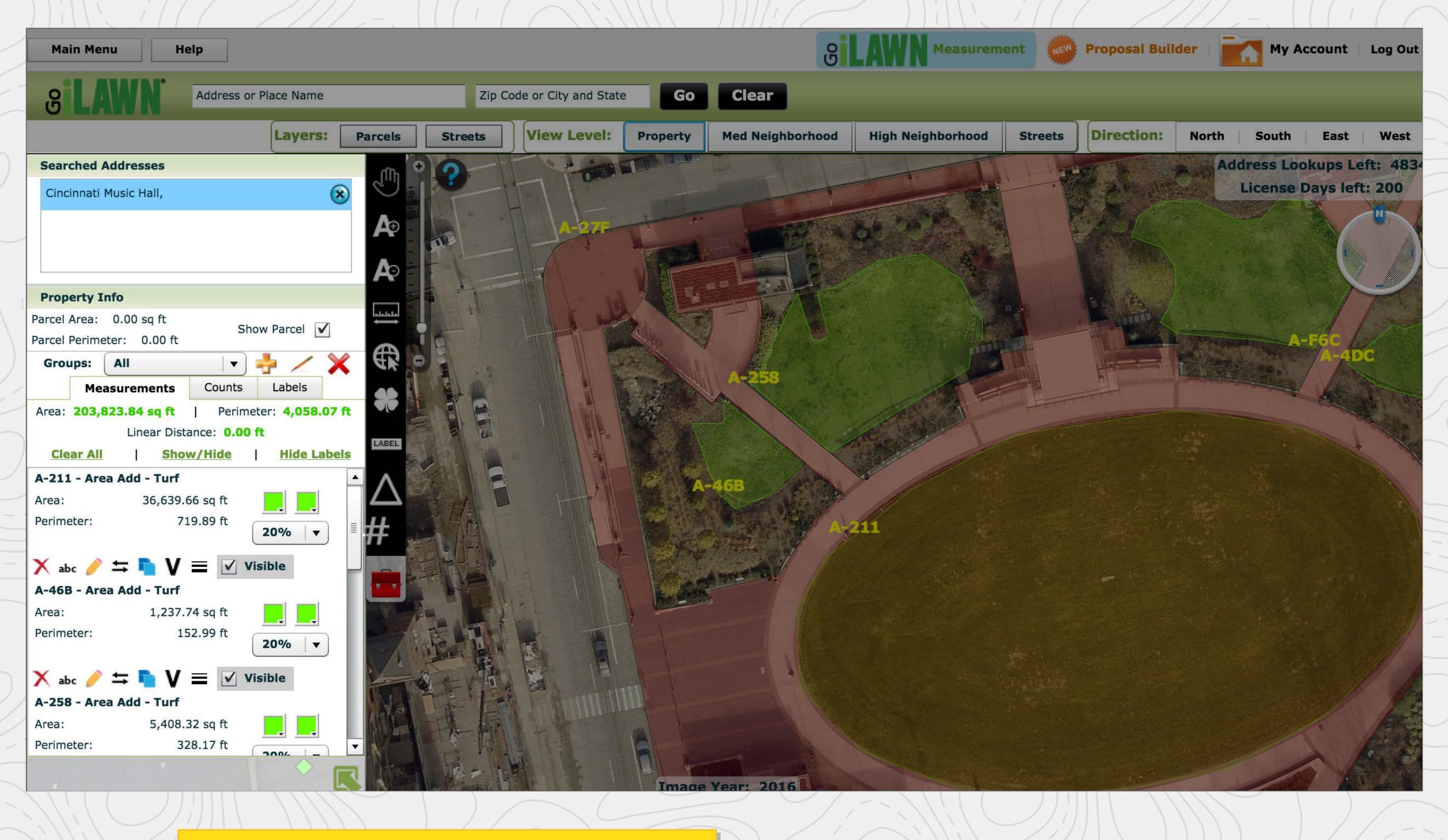


Go iLawn Classic | Map

Go iLawn's original incarnation saw features added in chunks over time with changes made to functionality at the request of users down the line.

While this made for powerful software for users who had watched it grow, it added a degree of intimidation for newcomers.



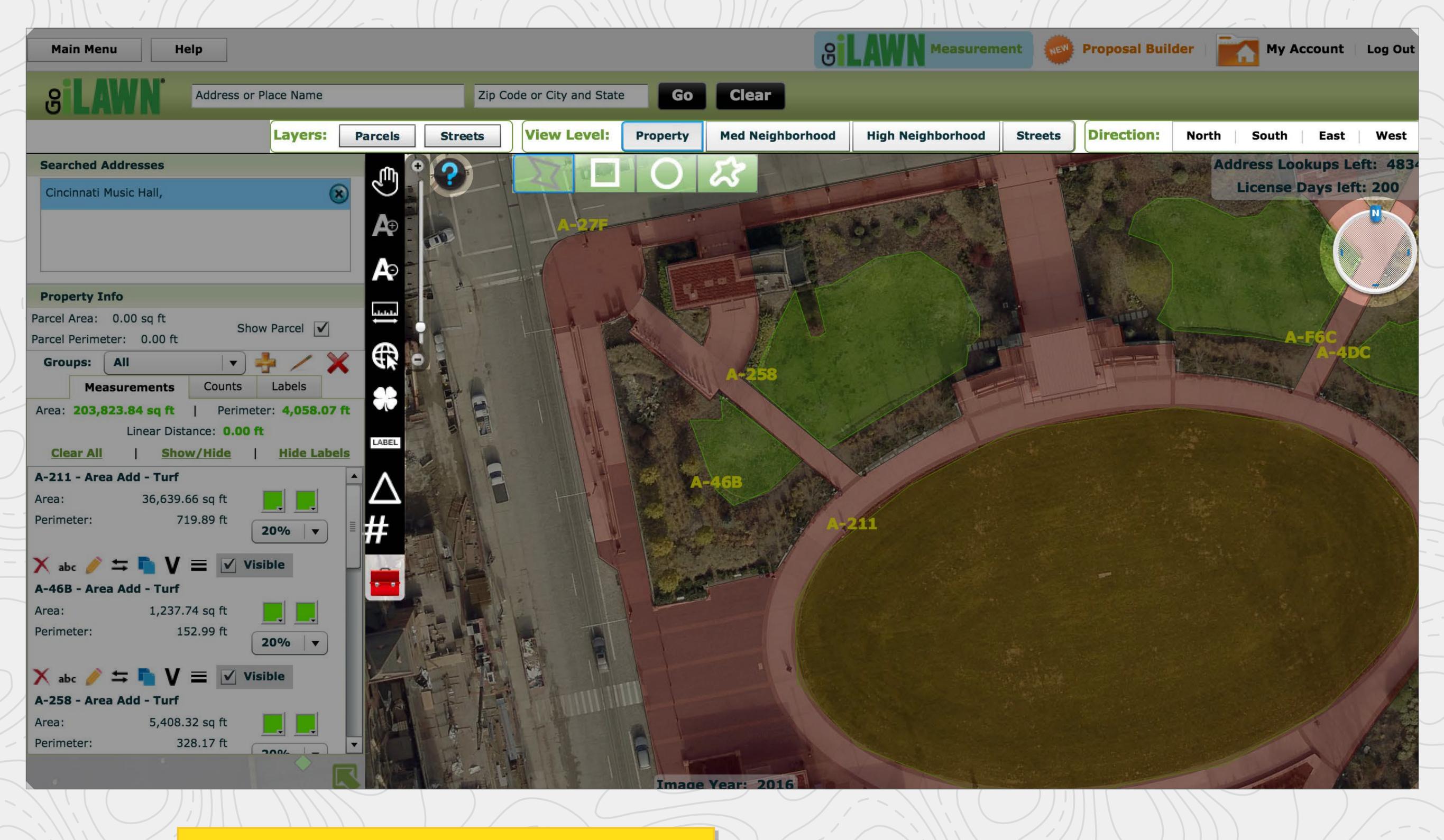


Go iLawn Classic | Map

The sidebar had plenty of functionality baked in for customizing areas once they had been drawn on the screen, but iconography lacked clarity. The organization of groups of measurements, as well as types of measurements also remains obscure prior to deeper inspection.







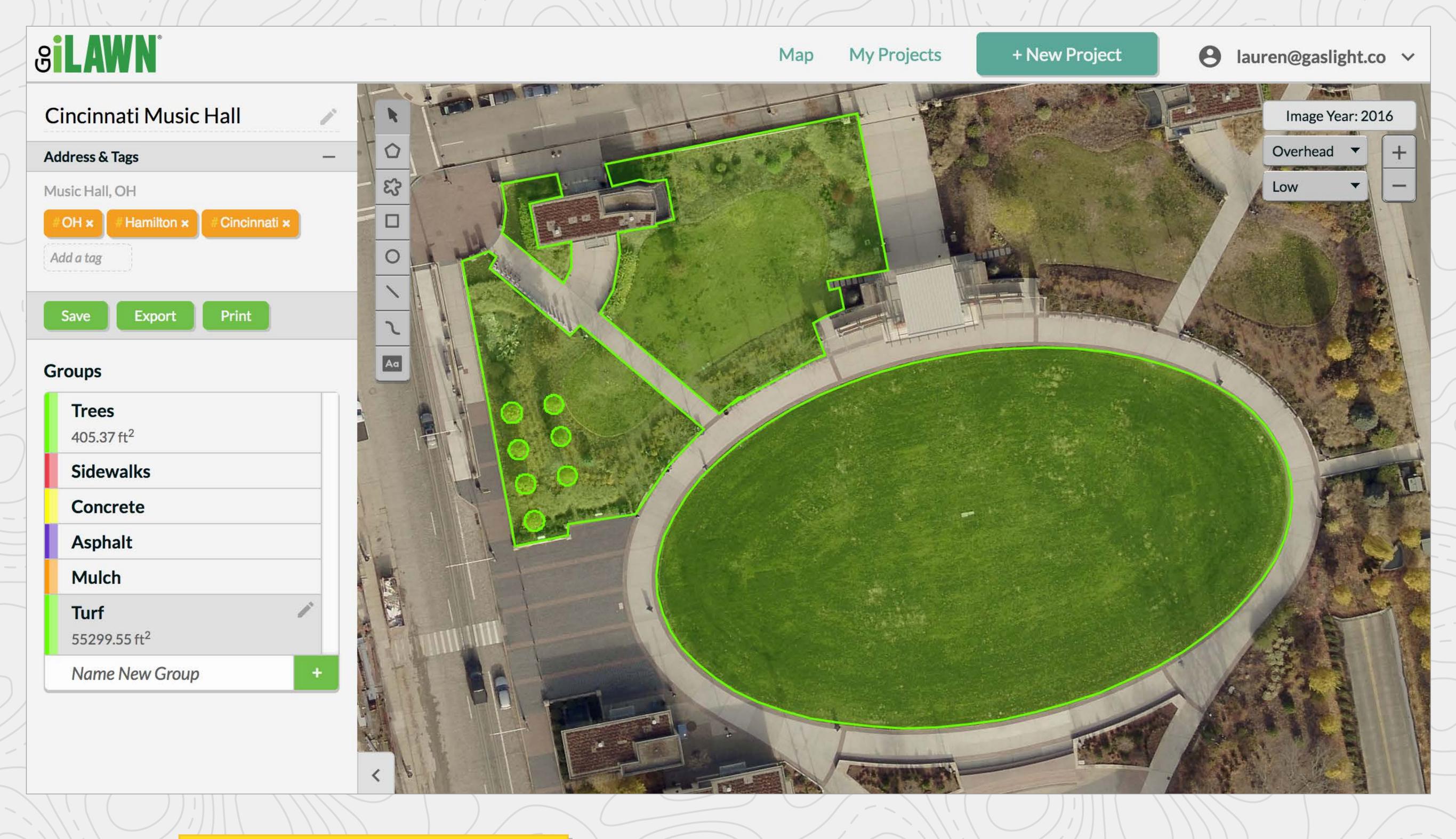
Go iLawn Classic | Map

An array of tools is present, but none of the icons speak directly and clearly to their function, with more self-explanatory tools nested within others.

Map manipulation tools are distributed across the layout and amongst the drawing tools, occasionally making them difficult to locate.







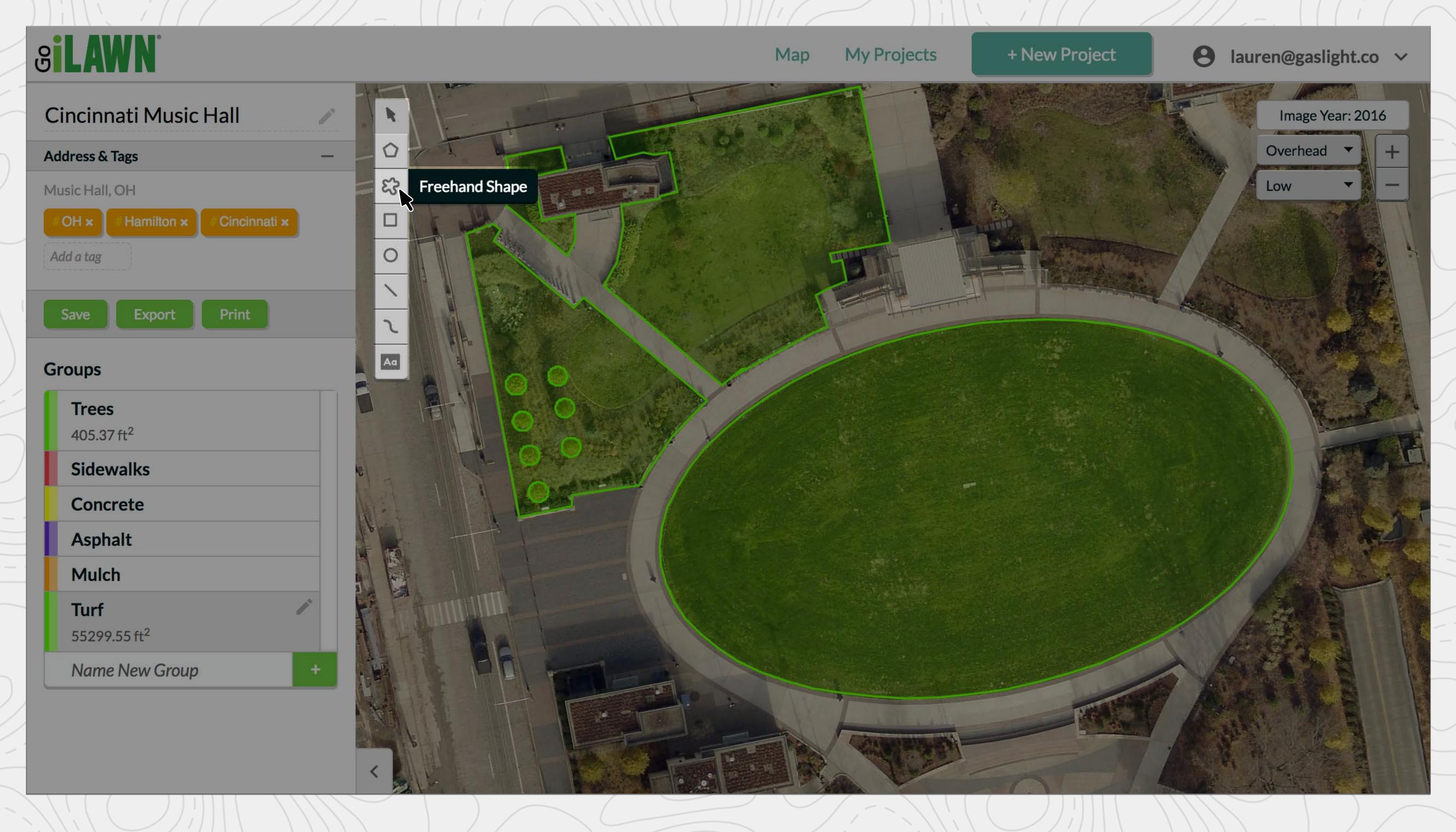
Go iLawn | Map



While the comparison isn't quite fair when some drawing features still need to be implemented, Gaslight's redesign worked towards tidying it up.

Items formerly in the navigation area not directly relevant to the action of measuring are minimized or hidden, cleaning up the map space.



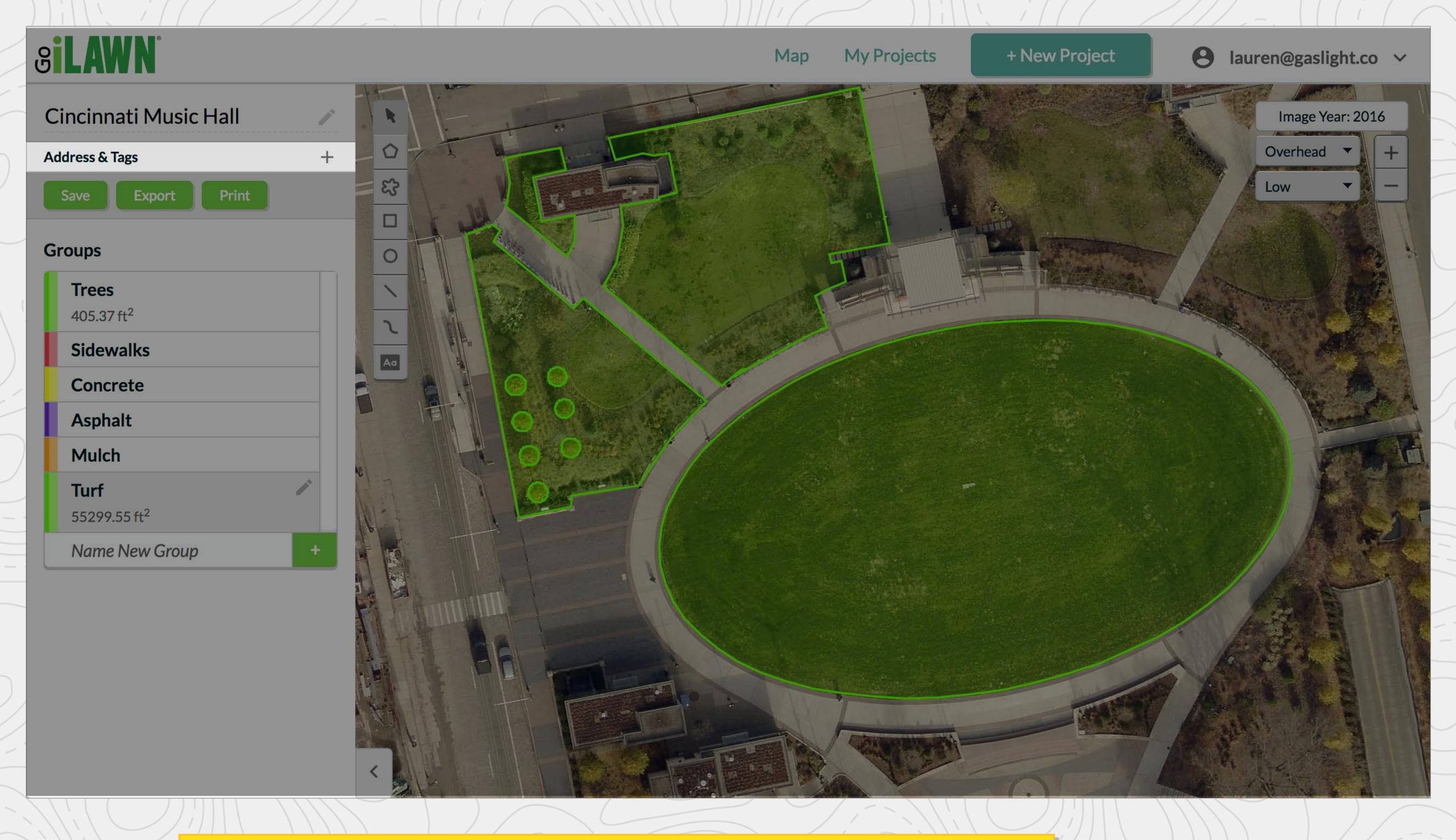


Go iLawn | Map | Toolbar

4

Shape and line drawing tools are no longer nested to make them more accessible, and, when that's not immediate, tooltips come to the rescue on tap and hover.





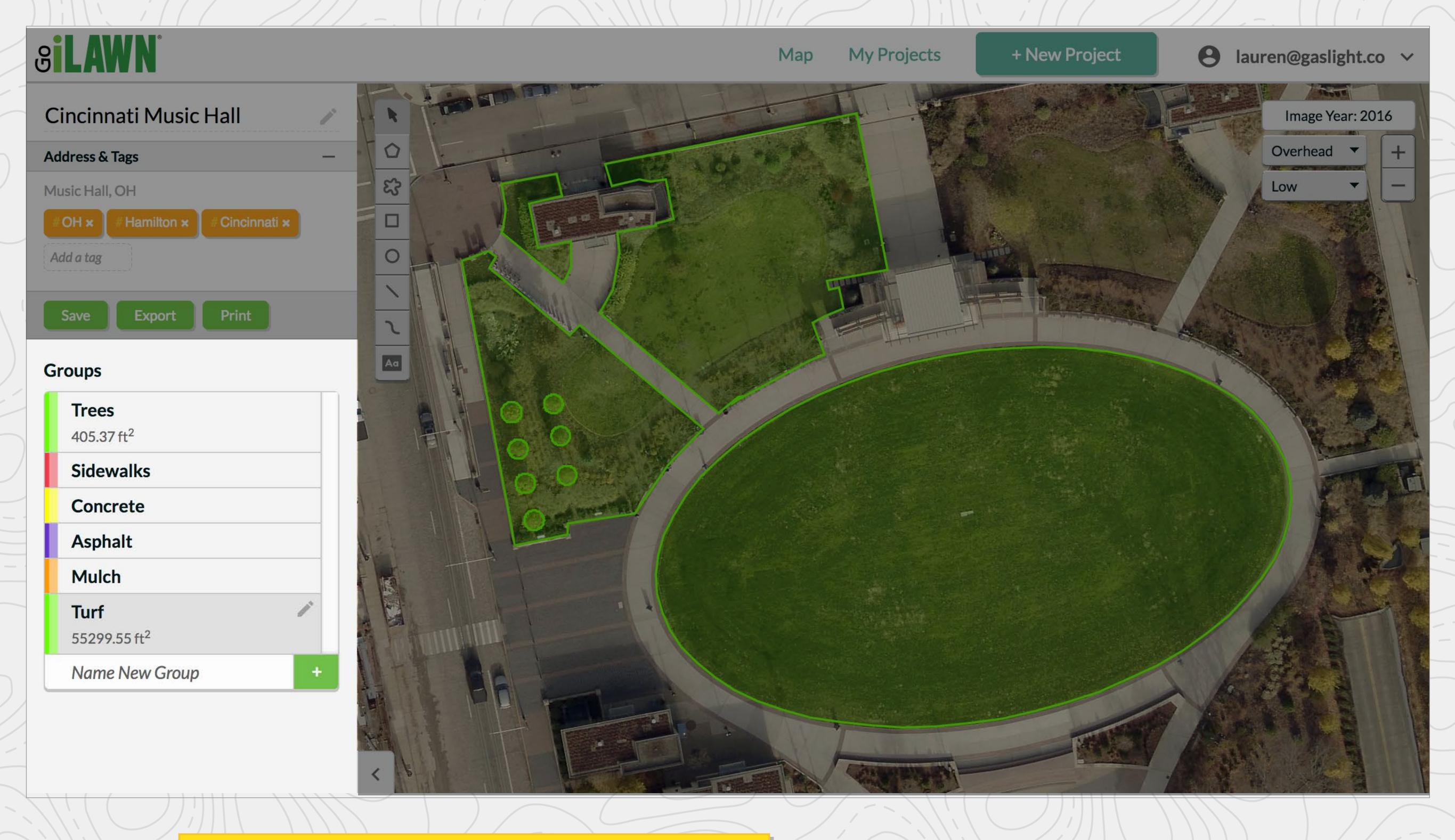
Go iLawn | Map | Collapsible Elements

While the addition of tags is useful for the purposes of locating a given project in the future, it's not immediately relevant to drawing.

For this reason, we made it possible to obsure the search engine-normalized address and tags to prevent the need to scroll in the group listing.







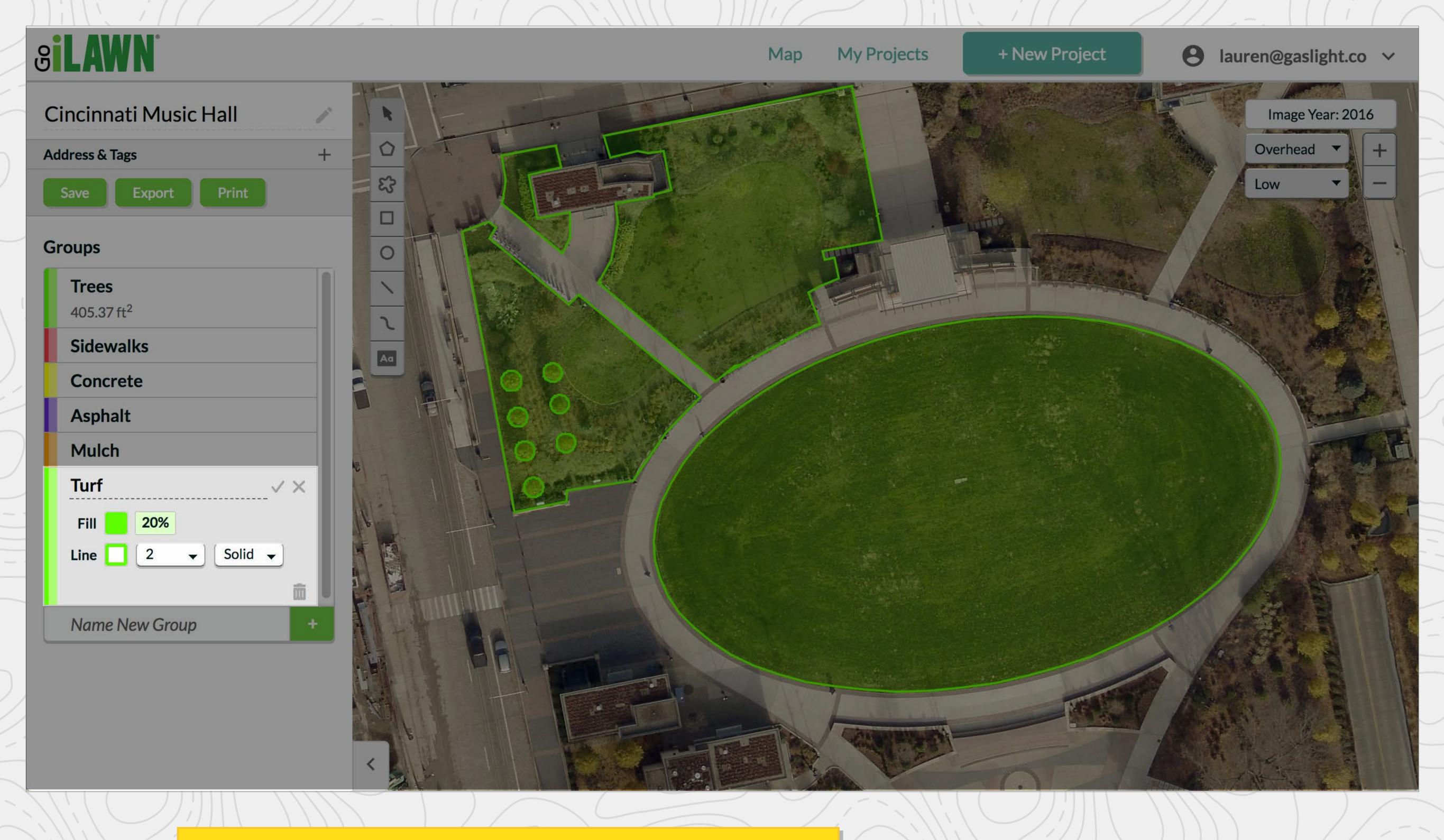
Go iLawn | Map | Groups

The original Go iLawn would force users to select and focus a given group in order to draw to it, or else assign shapes to the gang "All Groups".

The new version removes that distinction, instead listing all groups specified by the user and the total areas of the areas measured therein.







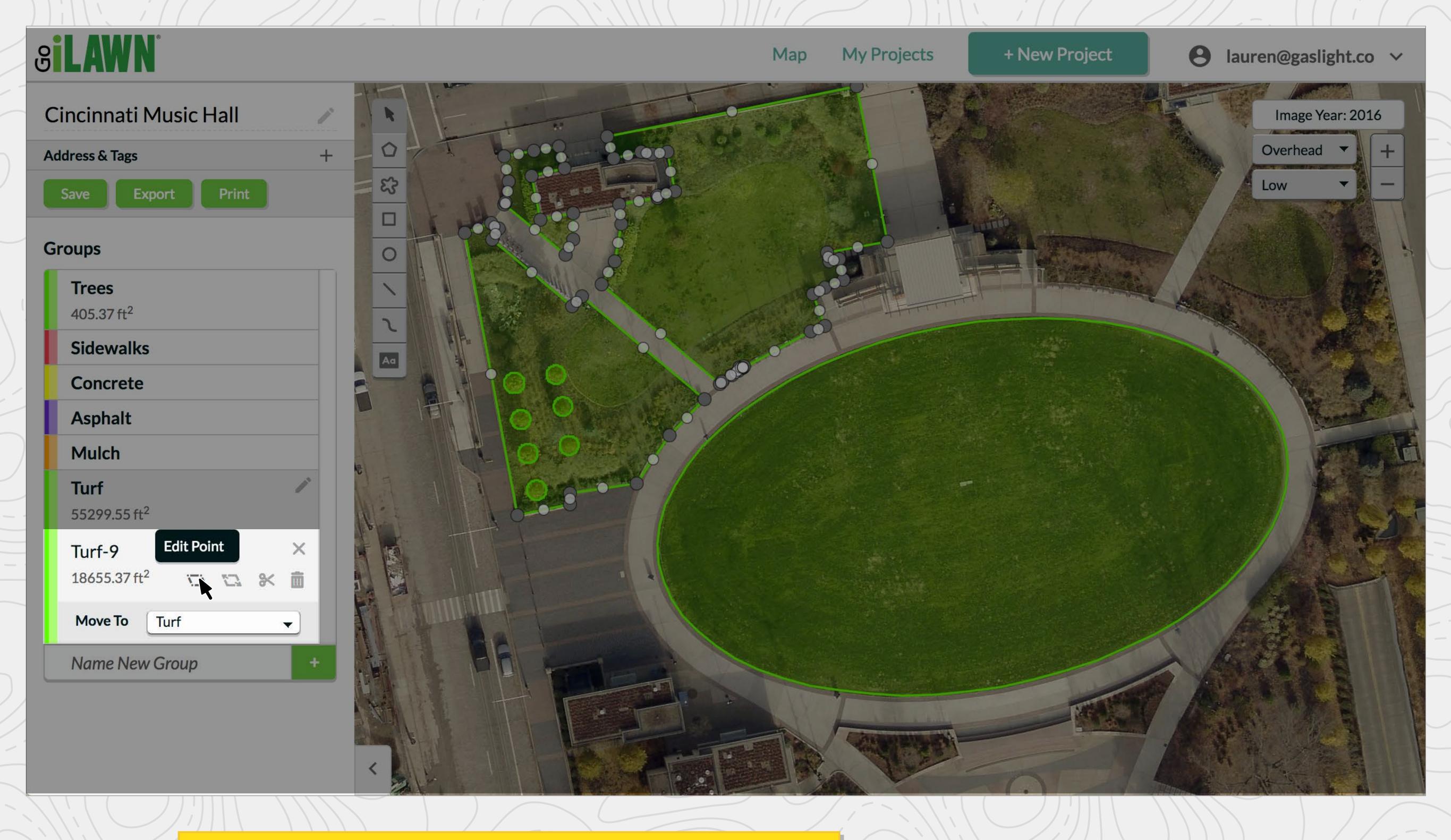
Go iLawn | Map | Group Edit

The approach the classic iteration of iLawn took with group editing was to provide a lot of flexibility in shape style customization.

Instead, Gaslight opted to force the the shapes in a group to adopt a single style to strengthen the connection between the group and contents.







Go iLawn | Map | Shape Edit

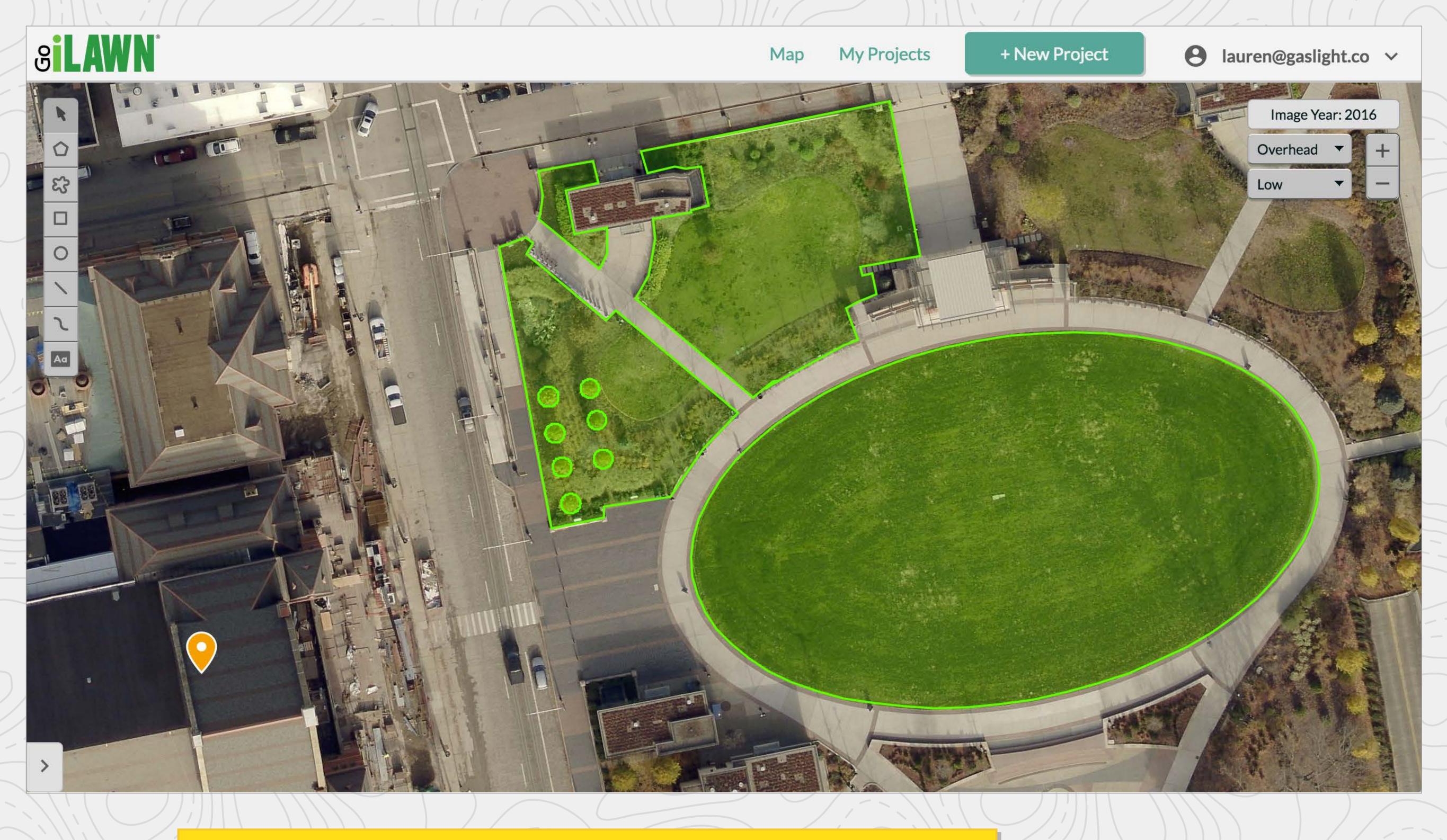
Drawn forms could be treated similarly, though not in a color palette-limited fashion of the group edit. Here, a shape could be transformed or see

one of its points nudged to the left a few pixels.

Associated iconography shared a consistent visual style with those icons in the toolbar.





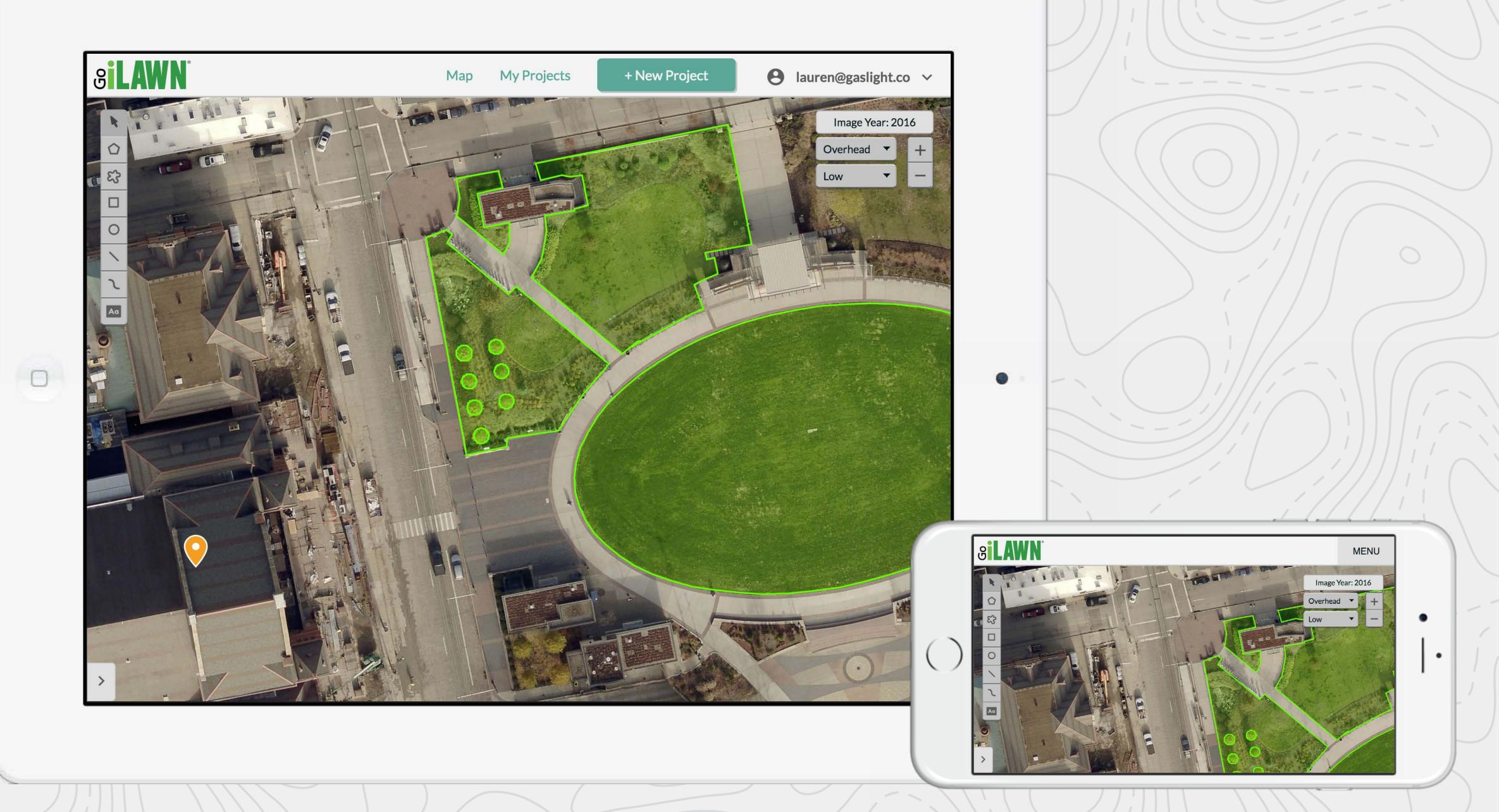


Go iLawn | Map | Collapsible Sidebar

While inconsequential in a desktop context, the ability to expand and collapse non-map areas as needed adds a lot of utility to the project when used on mobile.







Go iLawn | Map | Collapsible Sidebar

While inconsequential in a desktop context, the ability to expand and collapse non-map areas as needed adds a lot of utility to the project when used on mobile.







Thank you for taking a look!



