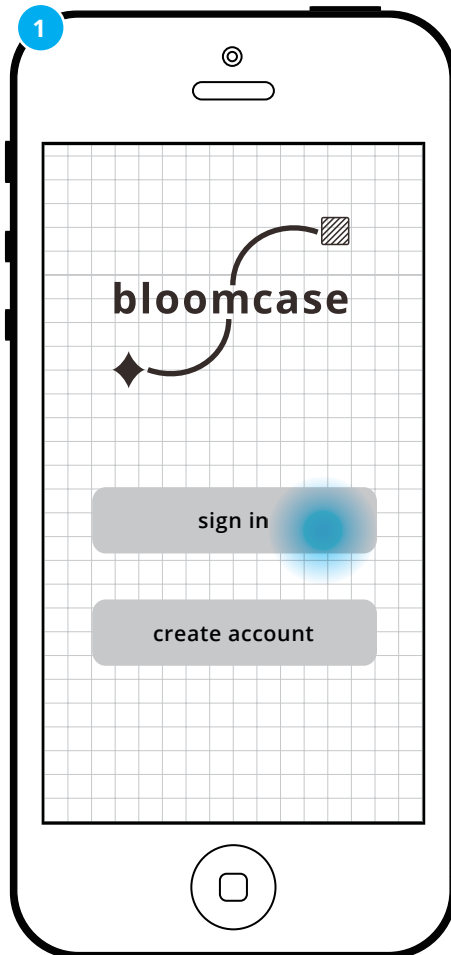
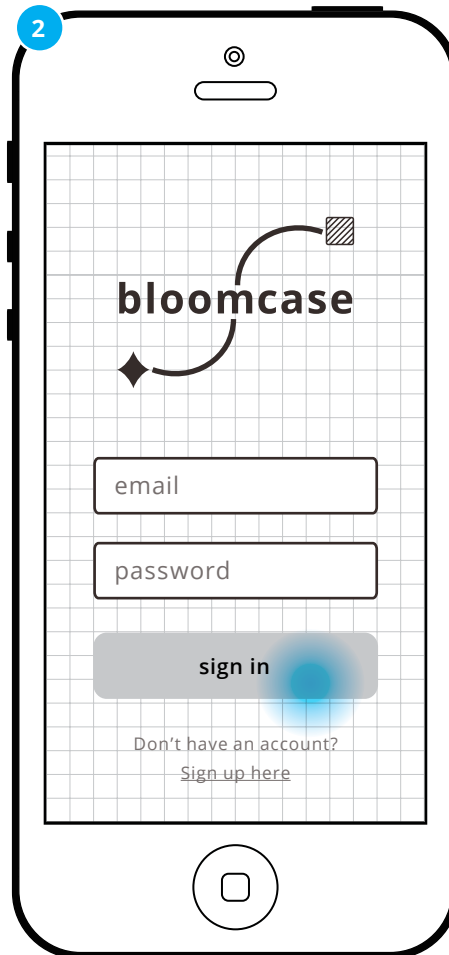
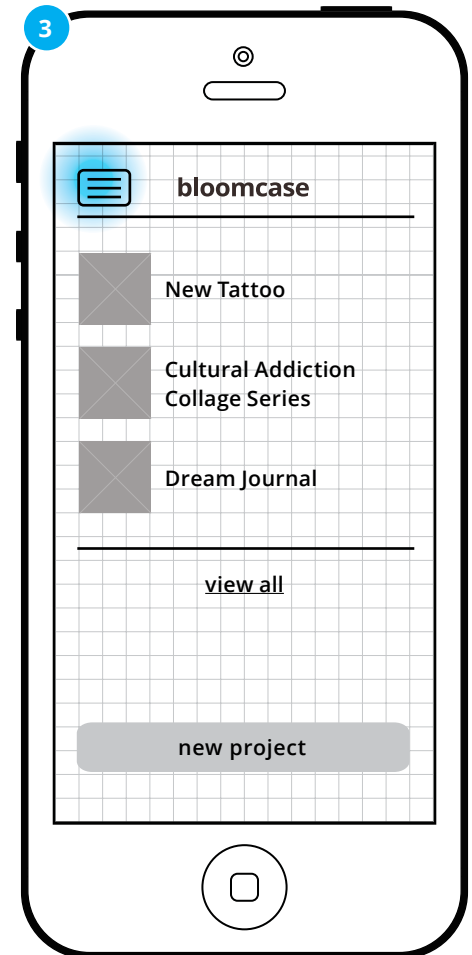


**STORY #1: Sign in and change your password**

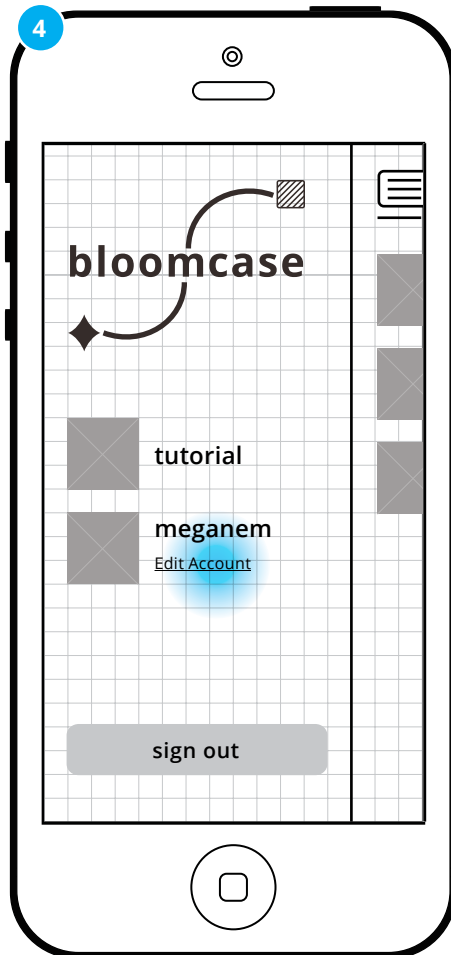
**Opening the app for the first time.**  
You have an existing account, so you click "sign in."



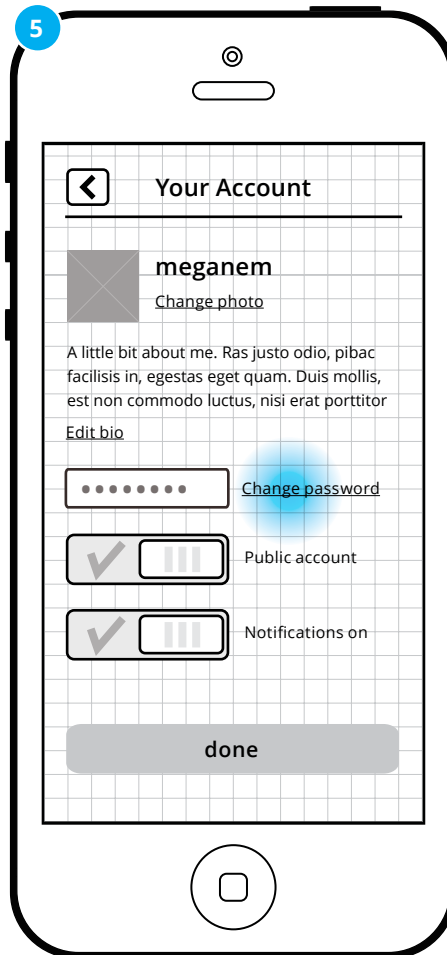
**User sign in page.**  
You fill out your email and password to sign in. This is a one-time sign in and the app remembers you for all future visits.



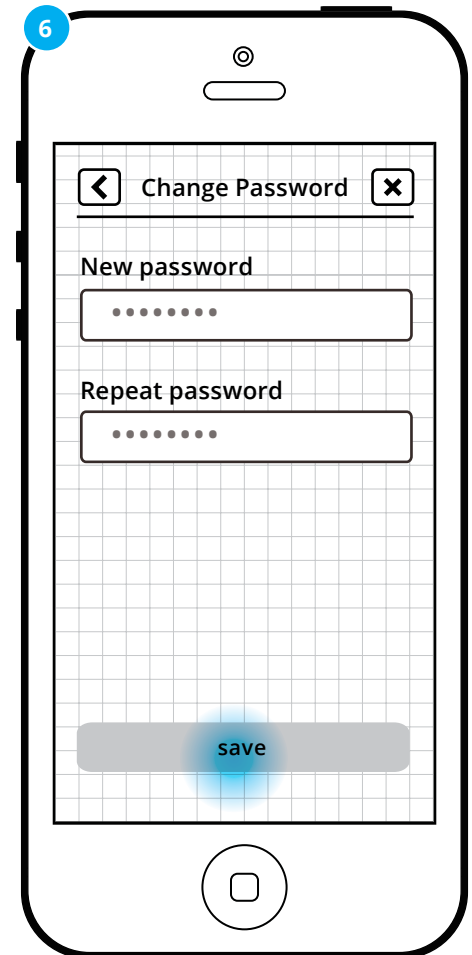
**Dashboard showing your projects.**  
You see your most recently active projects first. Click on a project to open it, or click the "+" to add a new project. Clicking the menu icon shows an off-canvas menu with user account info and tutorial for using the app.

**STORY #1: Sign in and change your password****Dashboard menu off-canvas.**

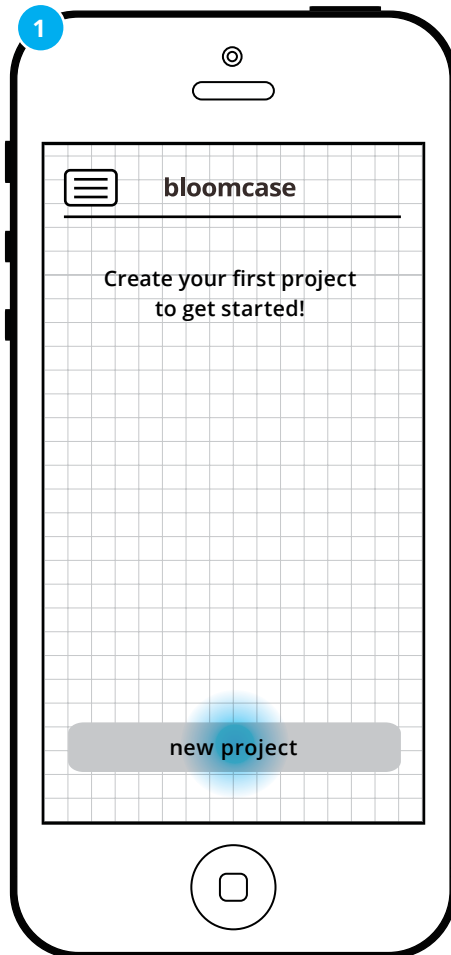
When you click the menu button from the dashboard, an off-canvas menu appears. You can watch the tutorial to learn how to use the app, or edit your account information. You can also sign out.

**My account page.**

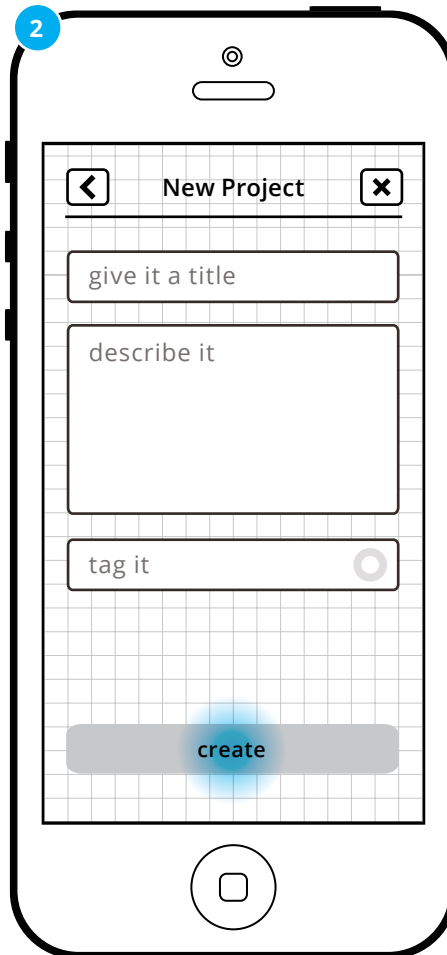
Lets me edit my account information, change my password and change basic privacy settings. When I am done, I click done or the back button to return to the menu.

**Change your password.**

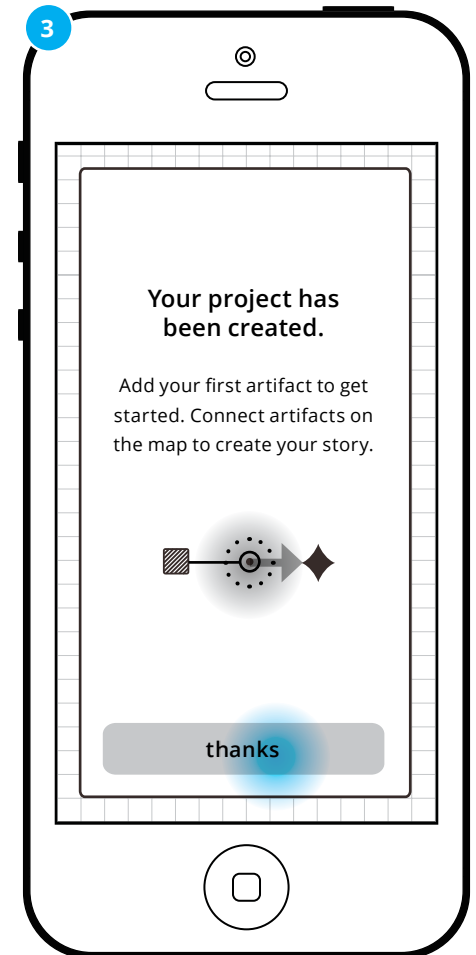
Enter in your new password and click "save" or "cancel."

**STORY #2: Create a new project**

**Projects dashboard for a new user.**  
From the projectd dashboard, click the plus sign in the top right to create a new project, or as a new user, you can click on the "create your first project" button.

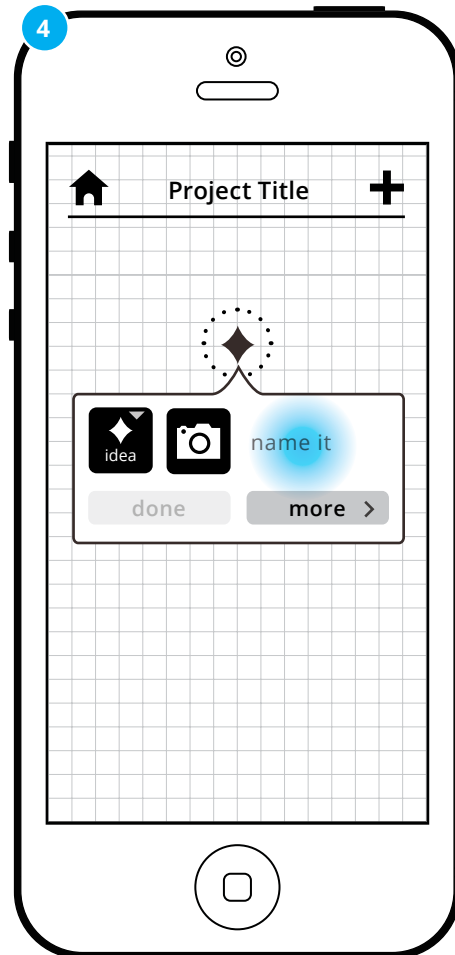


**Create a new project form.**  
From the form you can add a title, description, and keyword tags. You can cancel by hitting the back button or the "x" on the top right.



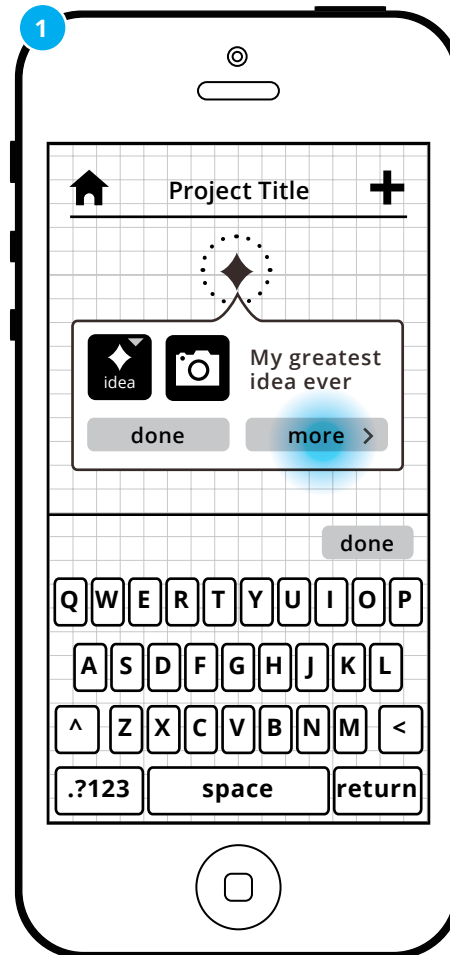
**Help overlay for starting a project.**  
As a new user, you are shown an overlay screen giving you a hint for how to get started with your project.

## STORY #2: Create a new project //

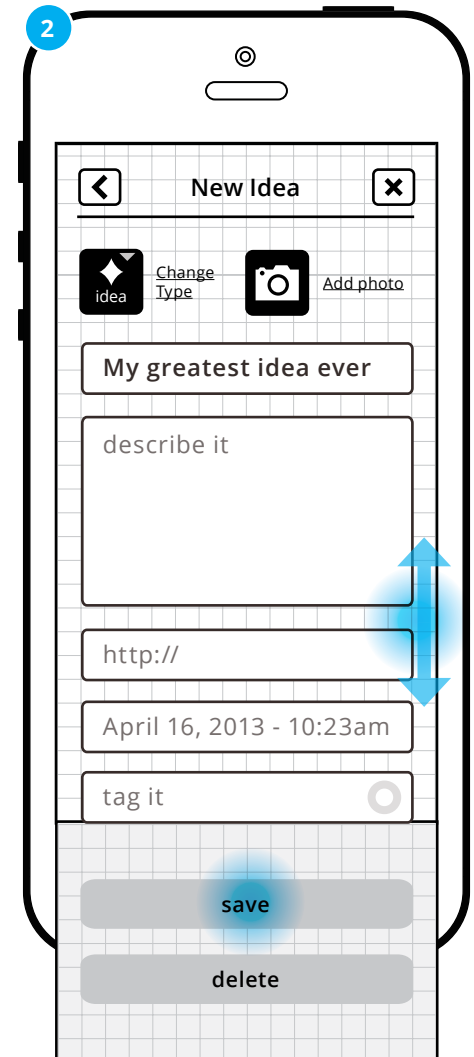
**Your new project.**

When you create a new project, you get a “starter” artifact. It prompts you to add a title, change type, or add a photo. You need a title at least before you can click “done.” Or you can go to the full form by clicking the arrow.

## STORY #3: Add an artifact to your new project

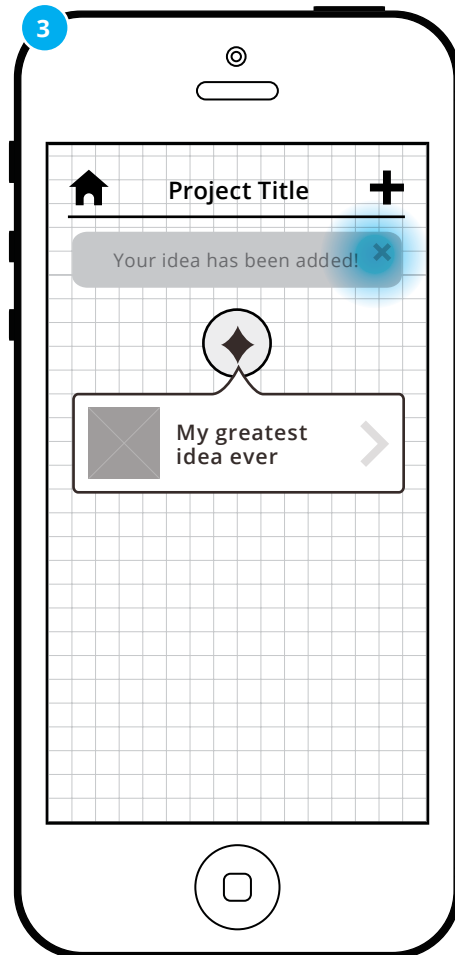
**Quick add form for artifacts.**

After adding a title in the Quick Add form, you can click “done” from the keyboard overlay, or click on the “take photo” icon or “change type” icon. You can click “done” if you want to, or “more” to go to the full form.

**Full form for adding artifacts.**

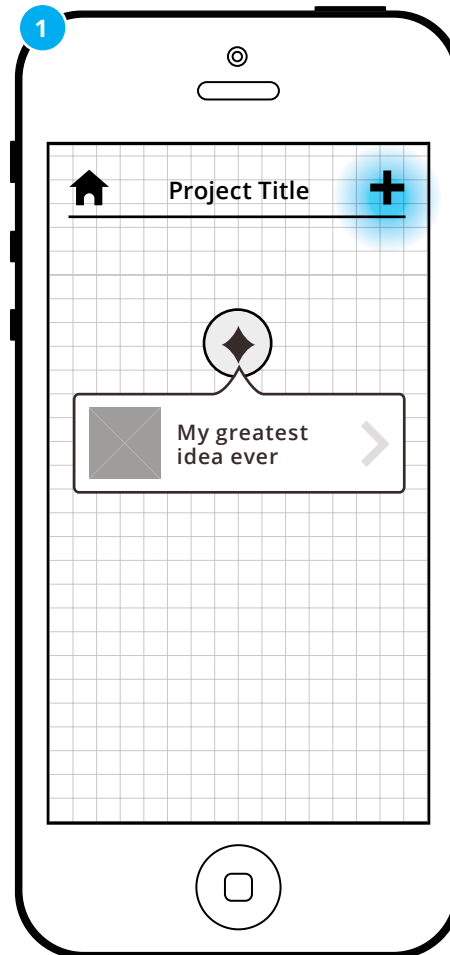
Scrolling to see the full form, you can add a URL, change the date, tag it, describe it, and delete it.

## STORY #3: Add an artifact to your new project //

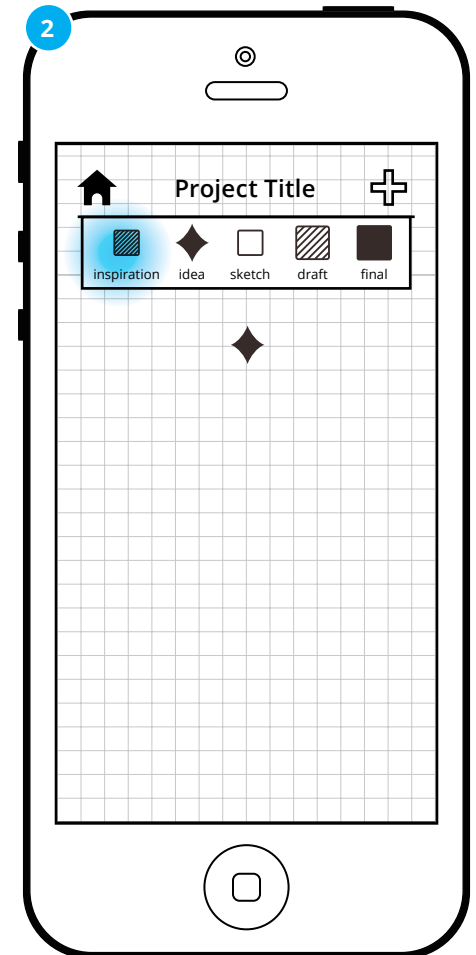
**You're done adding your artifact.**

You return to the map. The artifact is highlighted, showing a preview tooltip and two new "+" buttons. A success message shows up on the screen confirming your form submit. It goes away after a couple seconds.

## STORY #4: Create another artifact and connect it to the first one

**Creating a new artifact.**

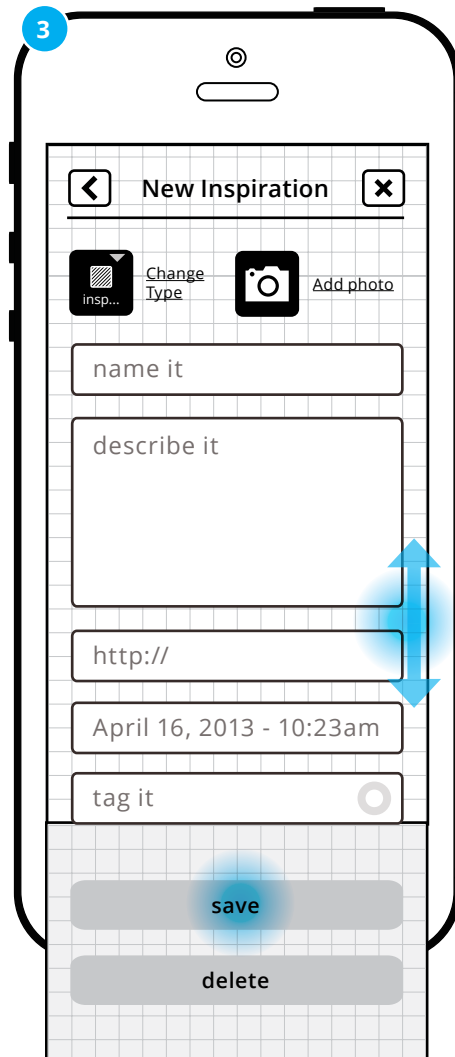
There are two different ways to create a new artifact. Use the big "+" on the top right, or the smaller "+" to the left and right of the selected artifact. The latter will create connections automatically to that artifact.

**New artifact drawer.**

When you click the "+" in the top right, a drawer expands that doubles as a legend and a quick-add menu.

**STORY #4: Create another artifact and connect it to the first one**

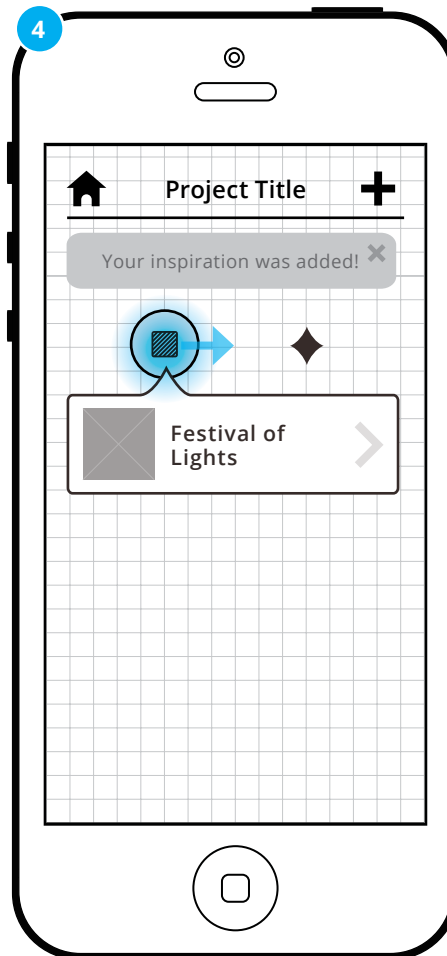
3



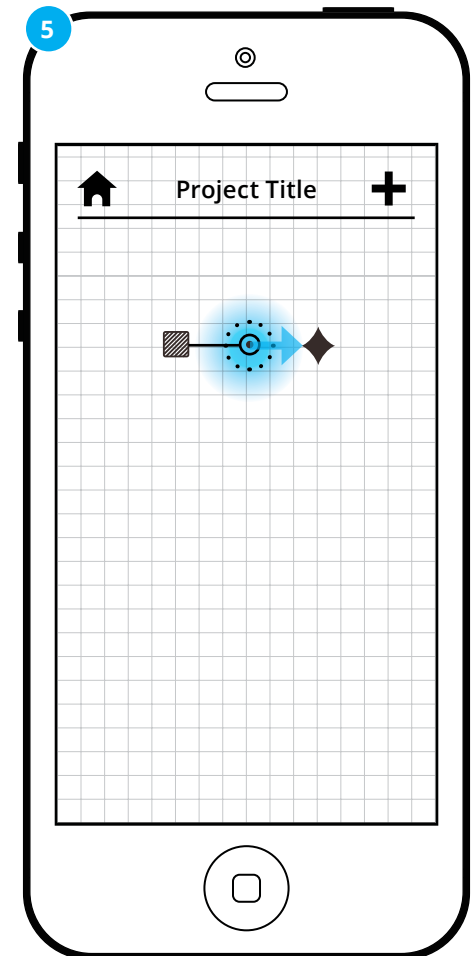
A mobile app wireframe for a 'New Inspiration' form. The form is set against a grid background. At the top, there's a title bar with a back arrow, the text 'New Inspiration', and a close 'X' button. Below the title bar, there are two buttons: 'Change Type' with a square icon and 'Add photo' with a camera icon. The form contains several input fields: 'name it', 'describe it' (a larger text area), 'http://', 'April 16, 2013 - 10:23am', and 'tag it' with a circular toggle switch. At the bottom, there are two buttons: 'save' and 'delete'. A blue double-headed vertical arrow is positioned to the right of the 'describe it' field.

**New inspiration form.**

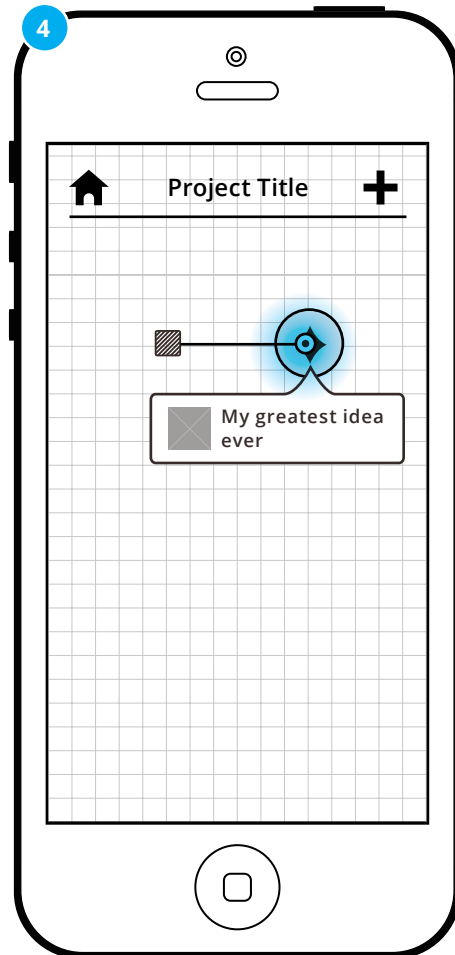
Fill out the form to add your new inspiration.

**Your artifact has been added.**

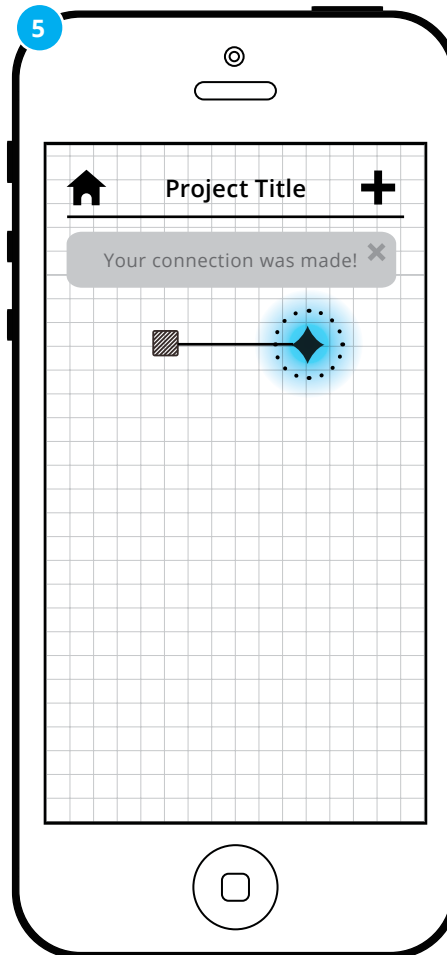
Your new inspiration is added to the map. The map attempts to center itself, but keeping the new artifact in view. You tap and drag to create a "handle" that connects to the other artifact.

**Connection handle.**

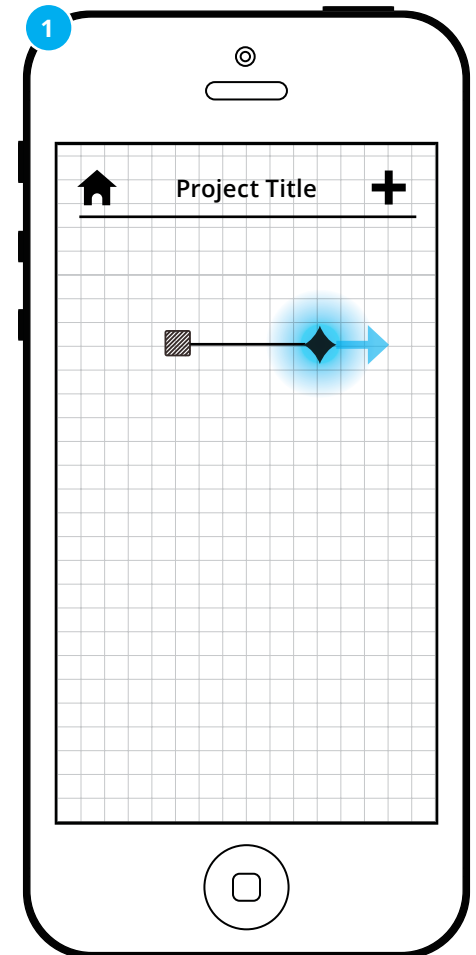
You drag the handle over another node to target it and make a connection.

**STORY #4: Create another artifact and connect it to the first one****Target and release.**

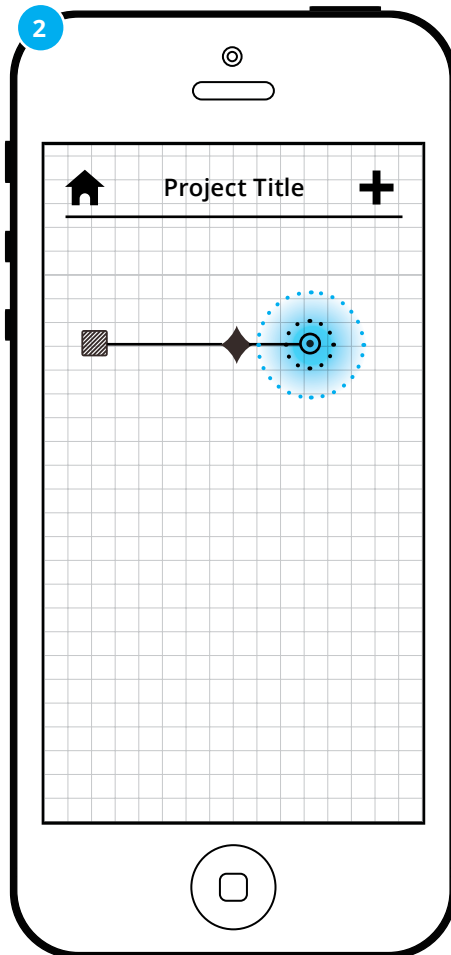
When you drag a handle over another artifact, you see a tooltip preview of the artifact and the selected state. This lets you know what the artifact is that you are targeting. On release, your connection will be made.

**Connection made.**

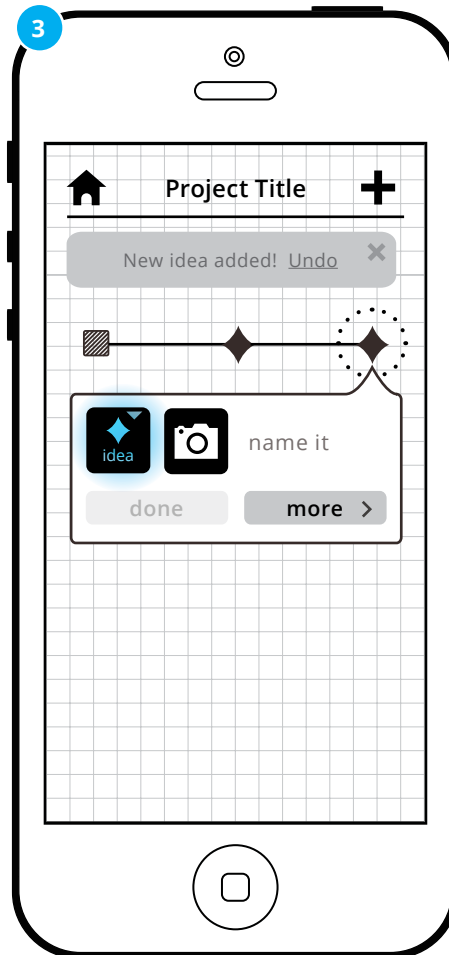
On release, your connection is made.

**STORY #5: Create a new sketch that is connected to your idea****Create new sketch with a connection.**

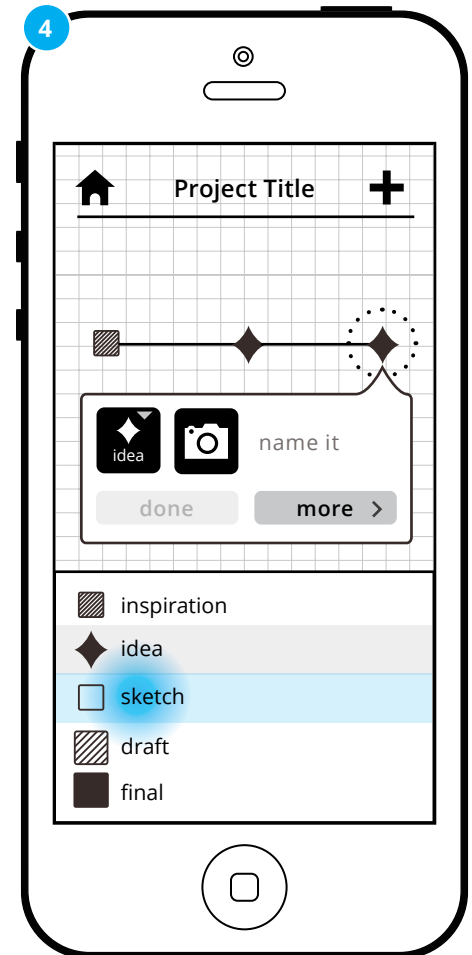
You can drag out a "handle" from another artifact to create a new artifact that is already connected to the old one.

**STORY #5: Create a new sketch that is connected to your idea**

**Create new artifact from handle.**  
On release, it turns into a new artifact.

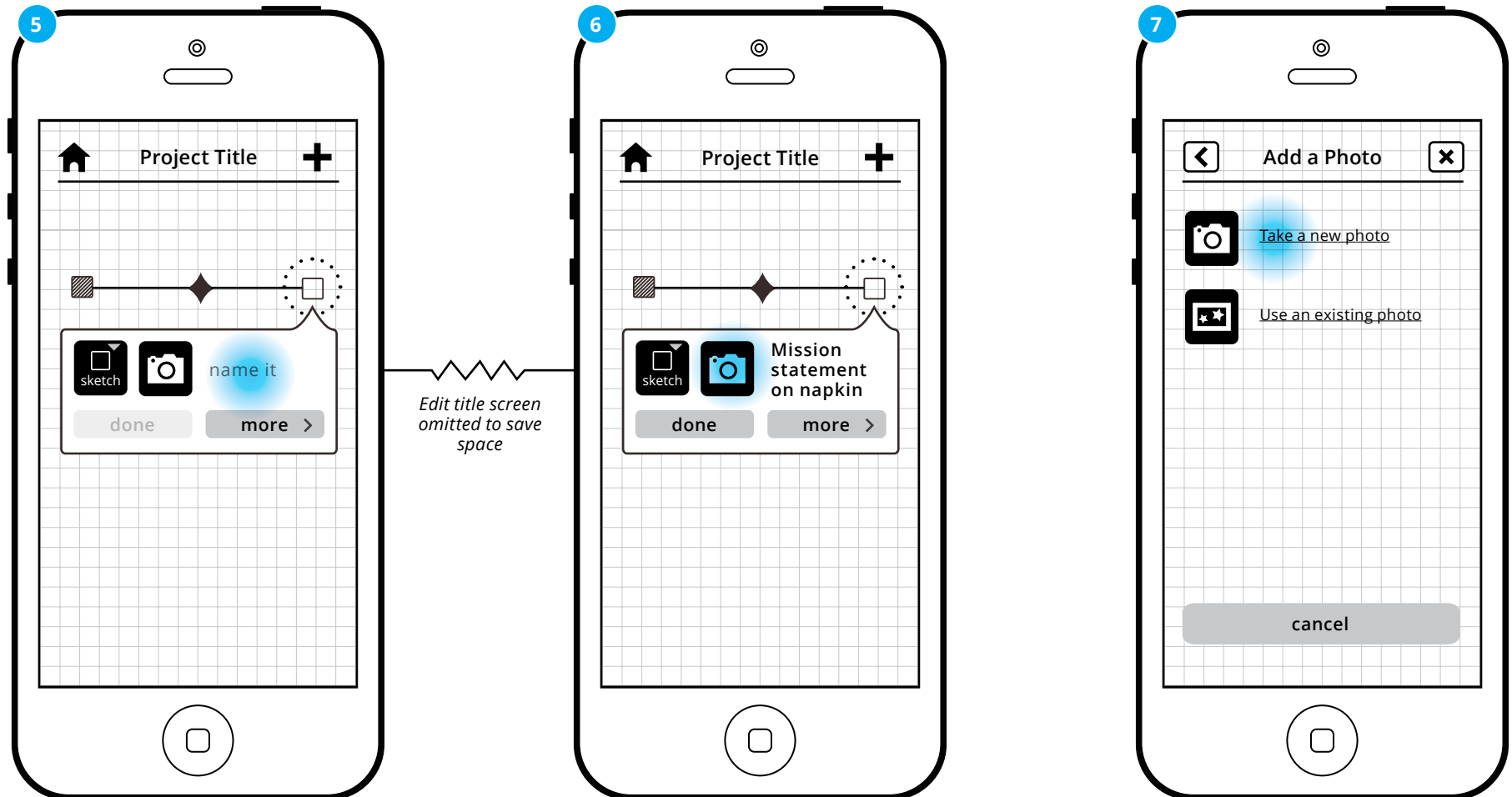


**Change the type.**  
On release, you get a new artifact.  
You can undo by tapping undo in the notifications. You can change the type by clicking on the "idea" icon.



**Select new type.**  
Select the new type of artifact to change it.



**STORY #5: Create a new sketch that is connected to your idea****Type changed, add title.**

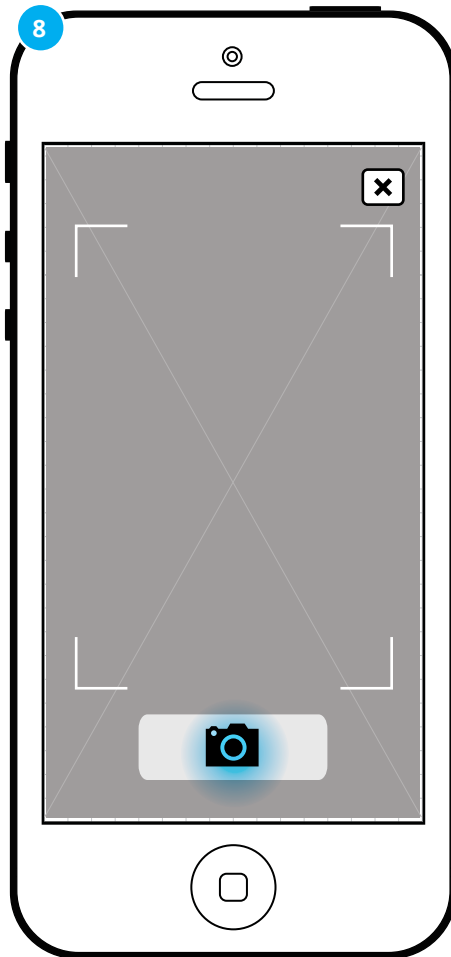
Once you've selected the new type, you see it in the icon. Name your artifact in order to click "done."

**Add a photo.**

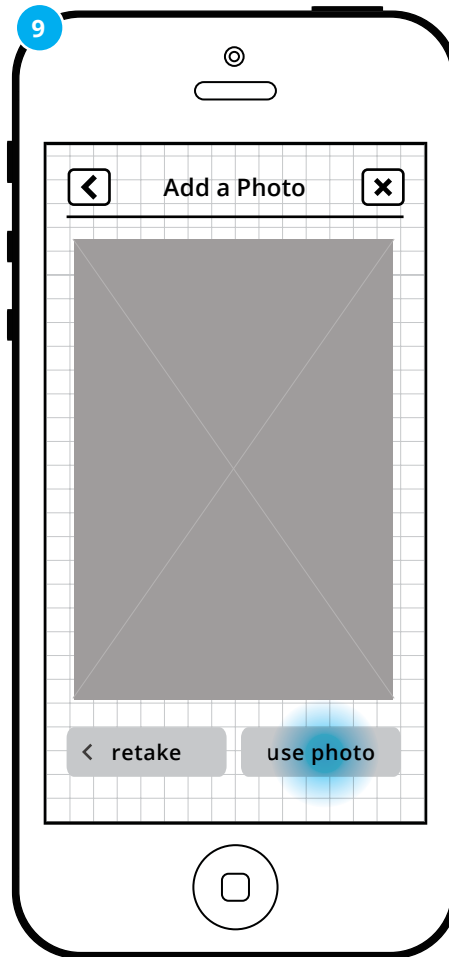
You want to take a picture of your sketch that is outside the phone. Click on the camera icon to add a photo.

**Add a photo.**

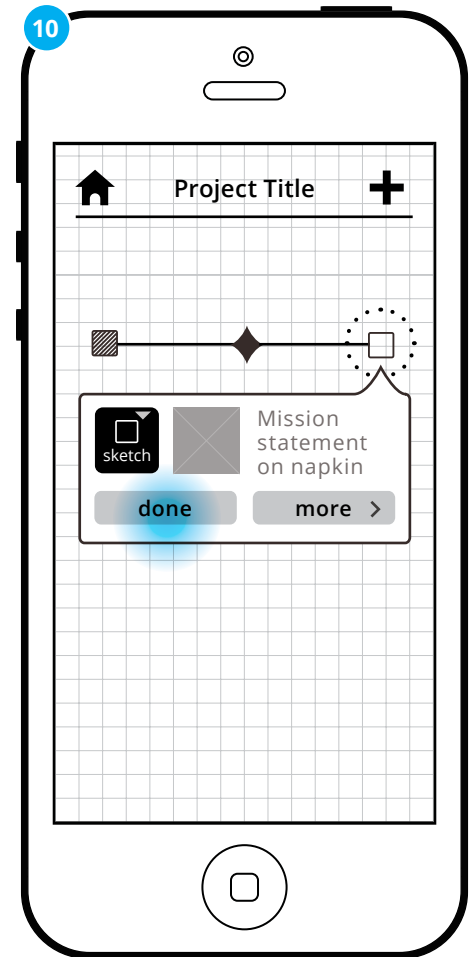
You can take a new photo using your phone's camera, or upload an existing photo from your camera roll.

**STORY #5: Create a new sketch that is connected to your idea****Take a picture**

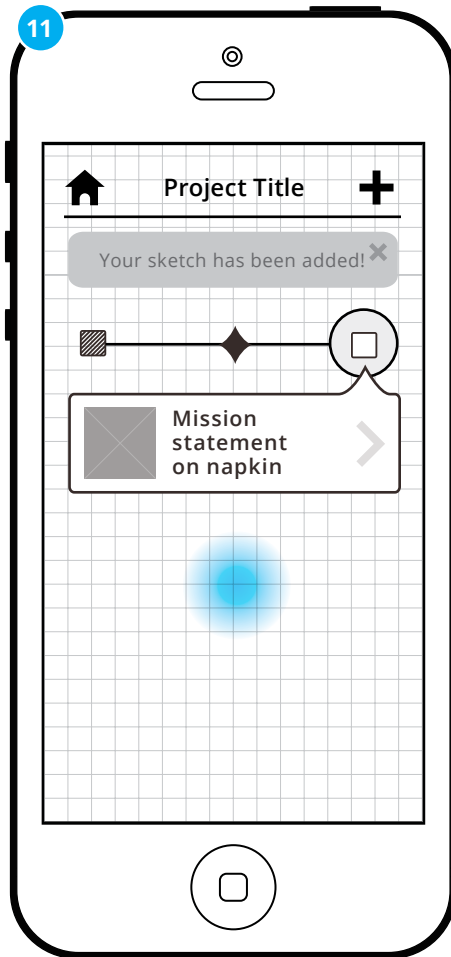
Use your phone's camera to take a picture. Center it within the crop marks to get a good photo.

**Confirm photo.**

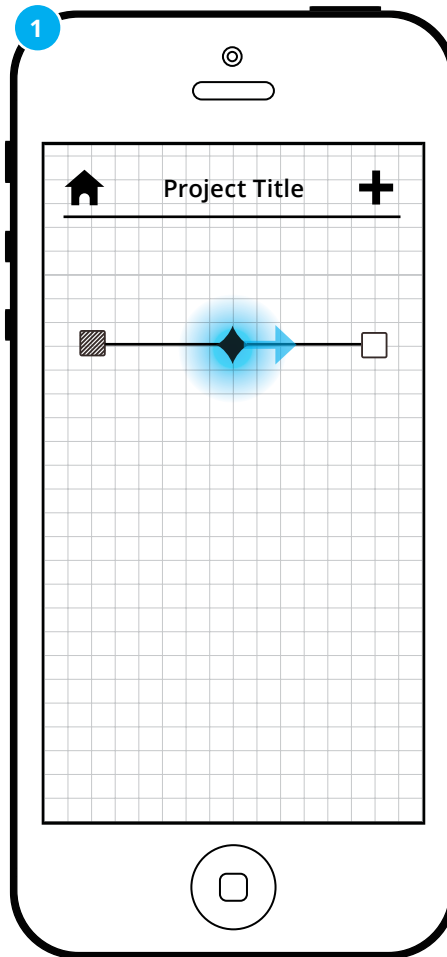
Confirm your photo or retake it.

**Done with quick add form.**

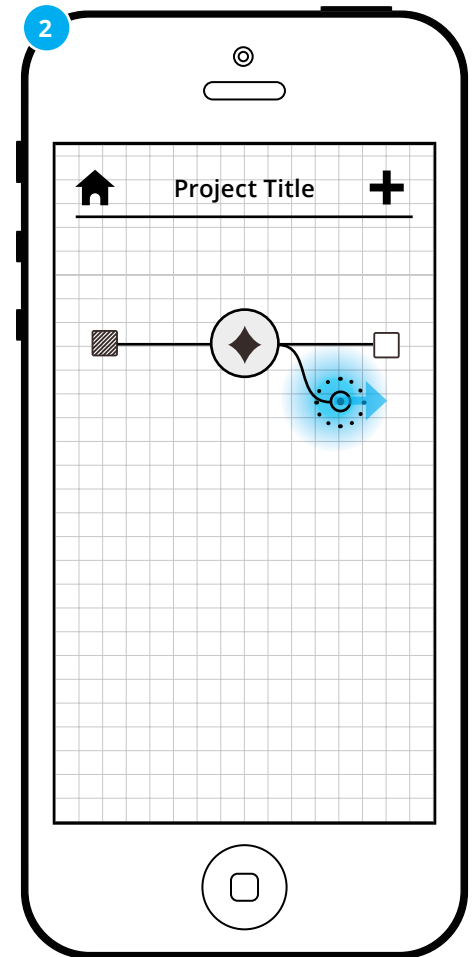
When you've added a title, changed the type, and added a photo, you click done to finish creating your artifact.

**STORY #5: Create a new sketch that is connected to your idea //**

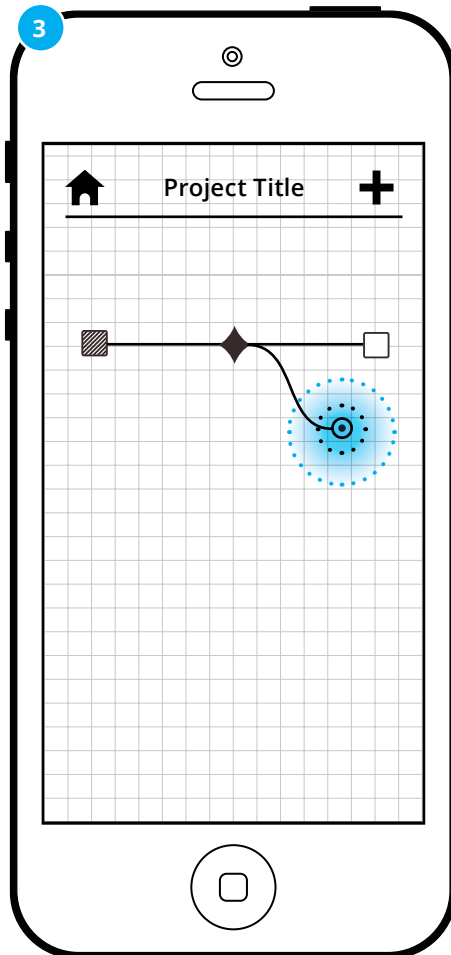
**Your sketch was added.**  
You see your sketch selected, with a tooltip preview and a notification message. Tap anywhere on the screen to deselect your sketch.

**STORY #6: Add another sketch**

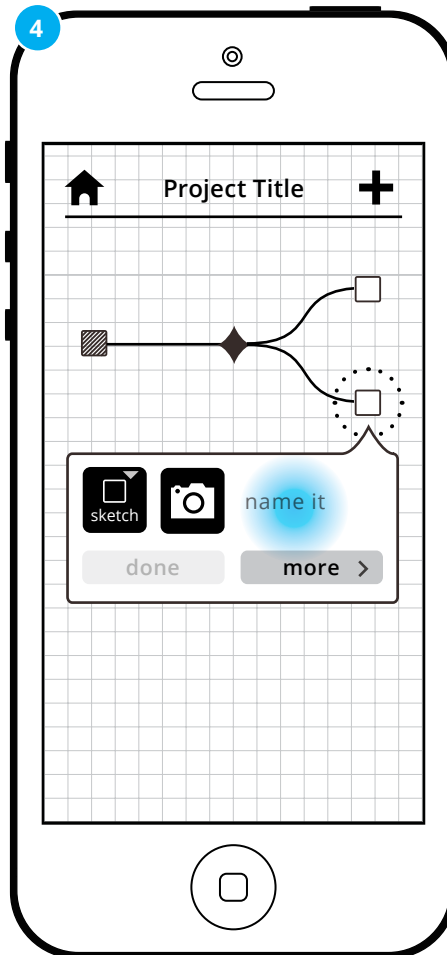
**Touch and drag to add artifact.**  
Touch and drag will create a handle.



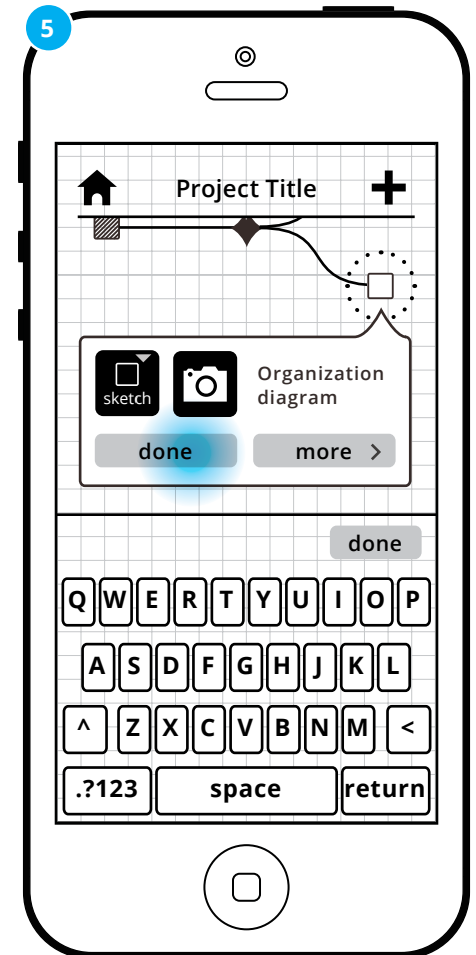
**Drag out handle.**  
The handle will avoid touching other artifacts and will snap above or below the center line following your touch.

**STORY #6: Add another sketch**

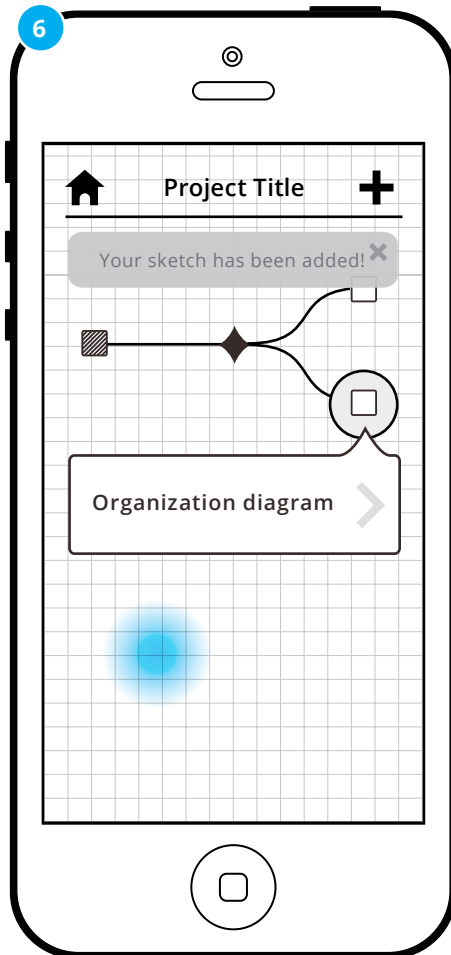
**Release to make a new artifact.**  
Release to make it into another sketch.



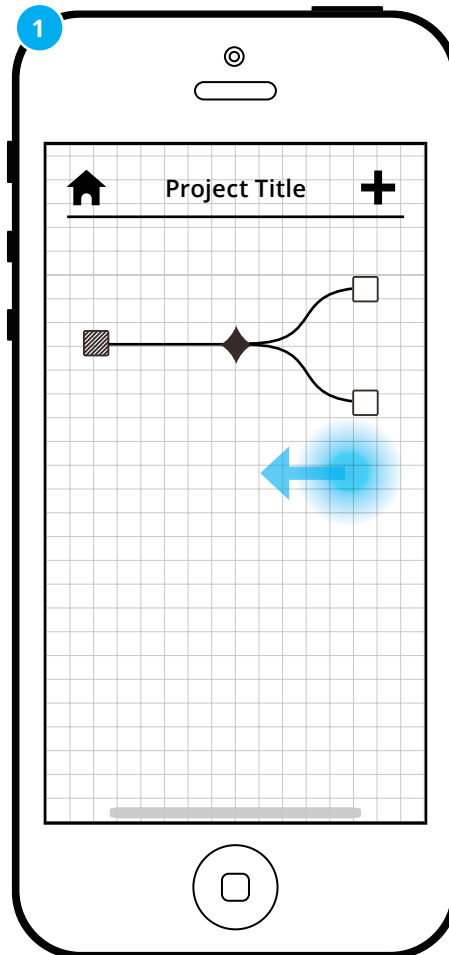
**Name it.**  
The sketch is created, and the map adjusts. The quick add form remembers the type you last used and uses that by default. In order to save your sketch, you have to add a title.



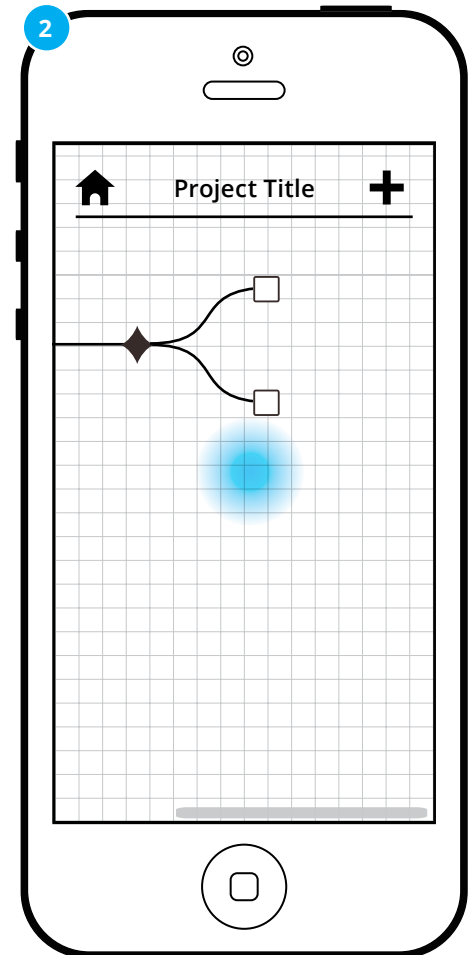
**Add a title and save.**  
If you don't want to add a picture, you don't have to. All you need is a title to save using the quick add form. The map re-focuses to keep the artifact you are editing in the screen available with the keyboard present.

**STORY #6: Add another sketch****Your artifact was added.**

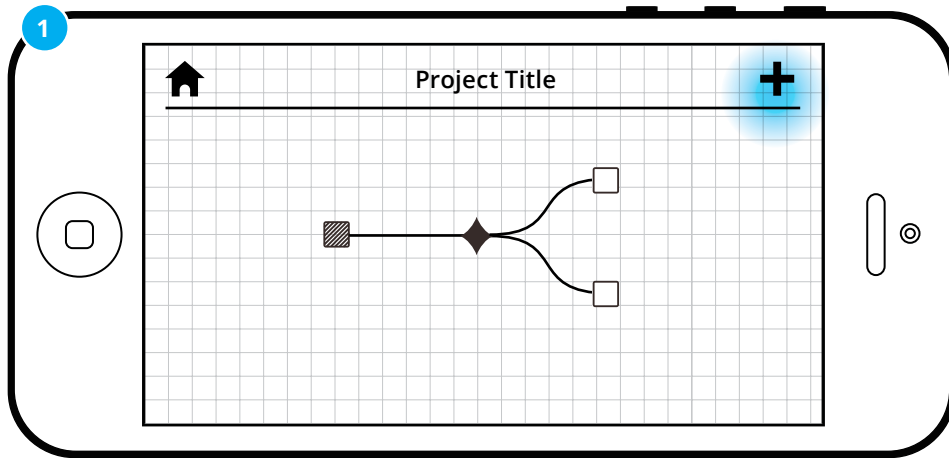
If you don't have a photo attached to an artifact, you just see the title in the tooltip. Tap anywhere on the screen to deselct your artifact.

**STORY #7: Reposition the map****Drag the map to reposition.**

Touch and drag to reposition the map. A small bar at the bottom of the page indicates where you are on the map.

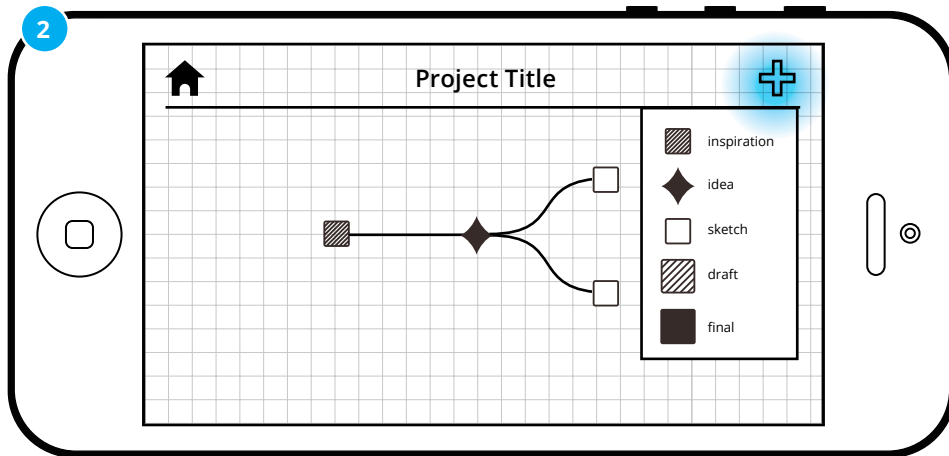
**Release.**

On release, your map stays repositioned where you left it. Margins are automatically added all around the map to allow for repositioning near the edge of the map.

**STORY #8: Landscape mode**

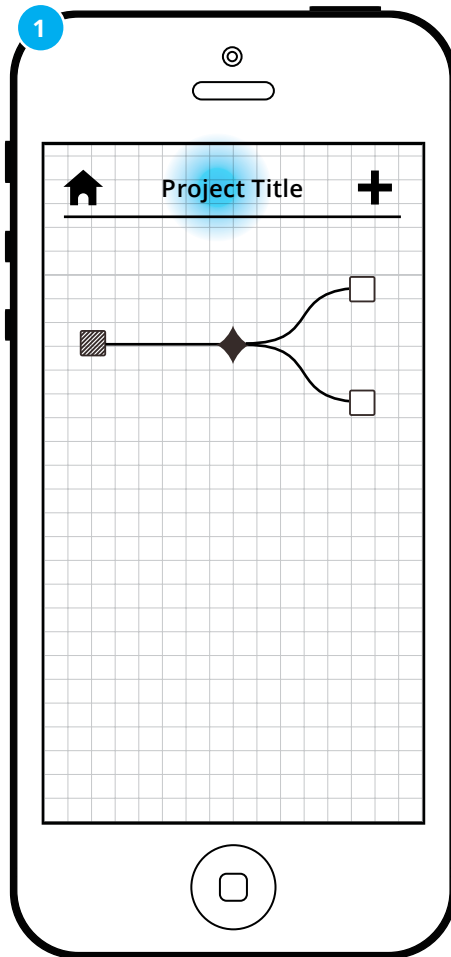
**Your project in landscape mode.**

The title centers at the top. You click the "+" to add a new artifact.

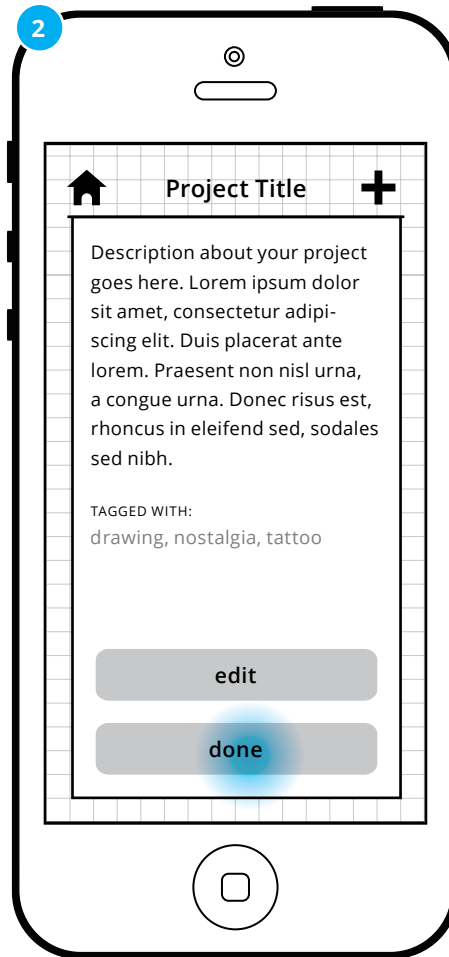


**The artifact menu.**

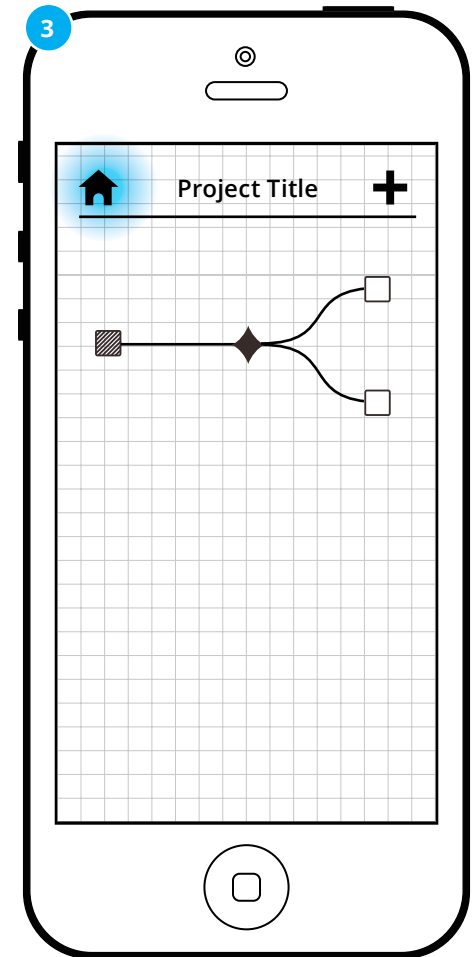
The menu flies out below and stacks vertically. Click the "+" again to close the menu.

**STORY #9: Edit project information**

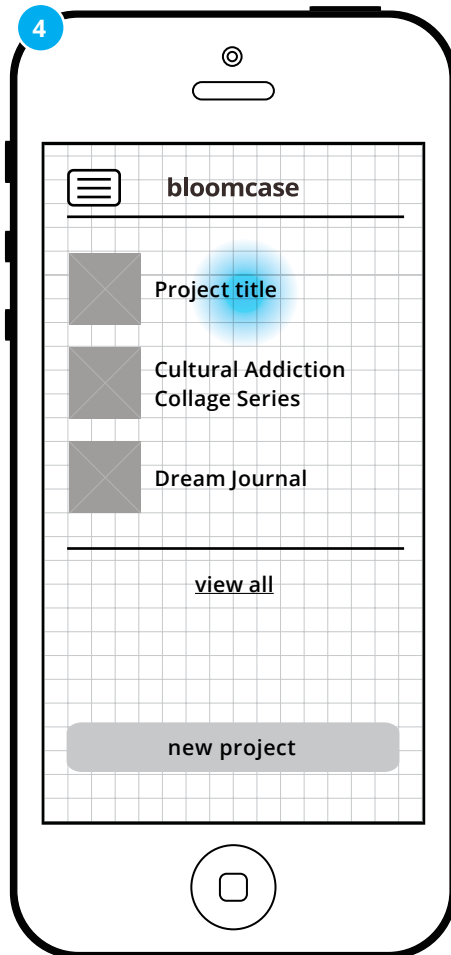
**Edit project from within project.**  
You can tap on the project title to get the project information.



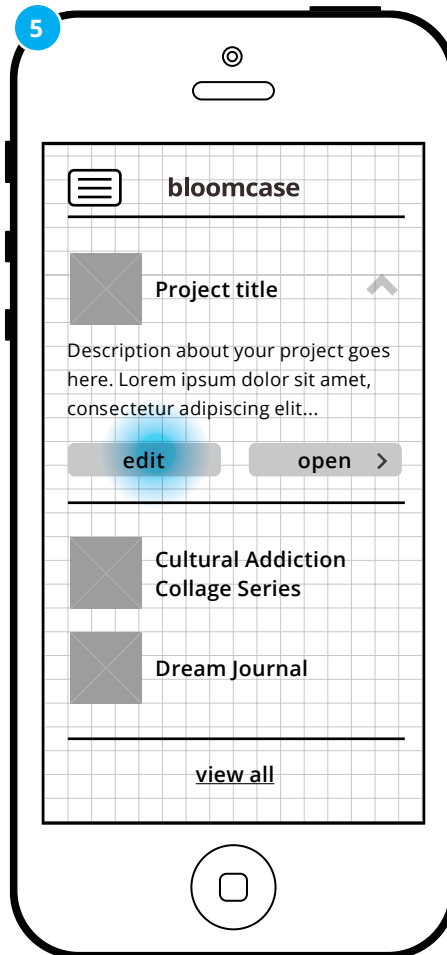
**Project information screen.**  
You see the basic info for your project. You can click "edit" or "done" to edit it or return to the project map.



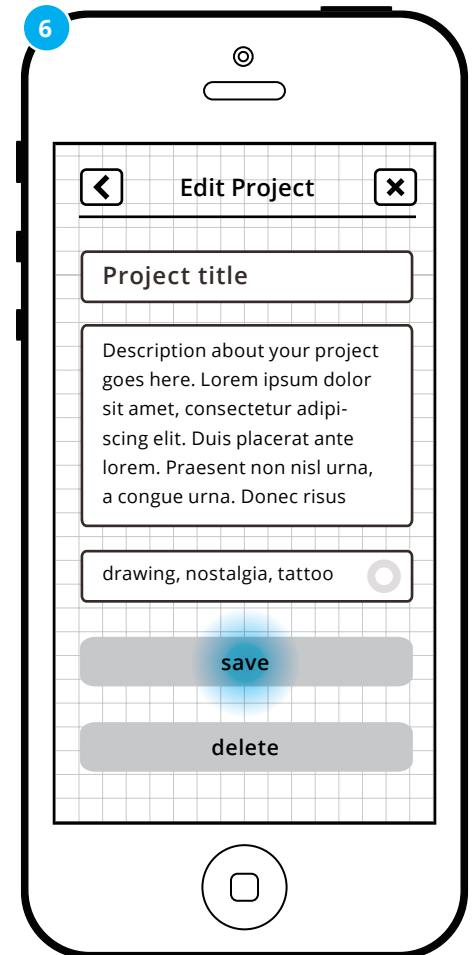
**Return home to edit project.**  
The other way to edit a project is to click on the home icon to get to your projects dashboard.

**STORY #9: Edit project information****Projects dashboard.**

You will see the project you were most recently editing at the top. You tap on the project title to get options.

**Project drawer opens.**

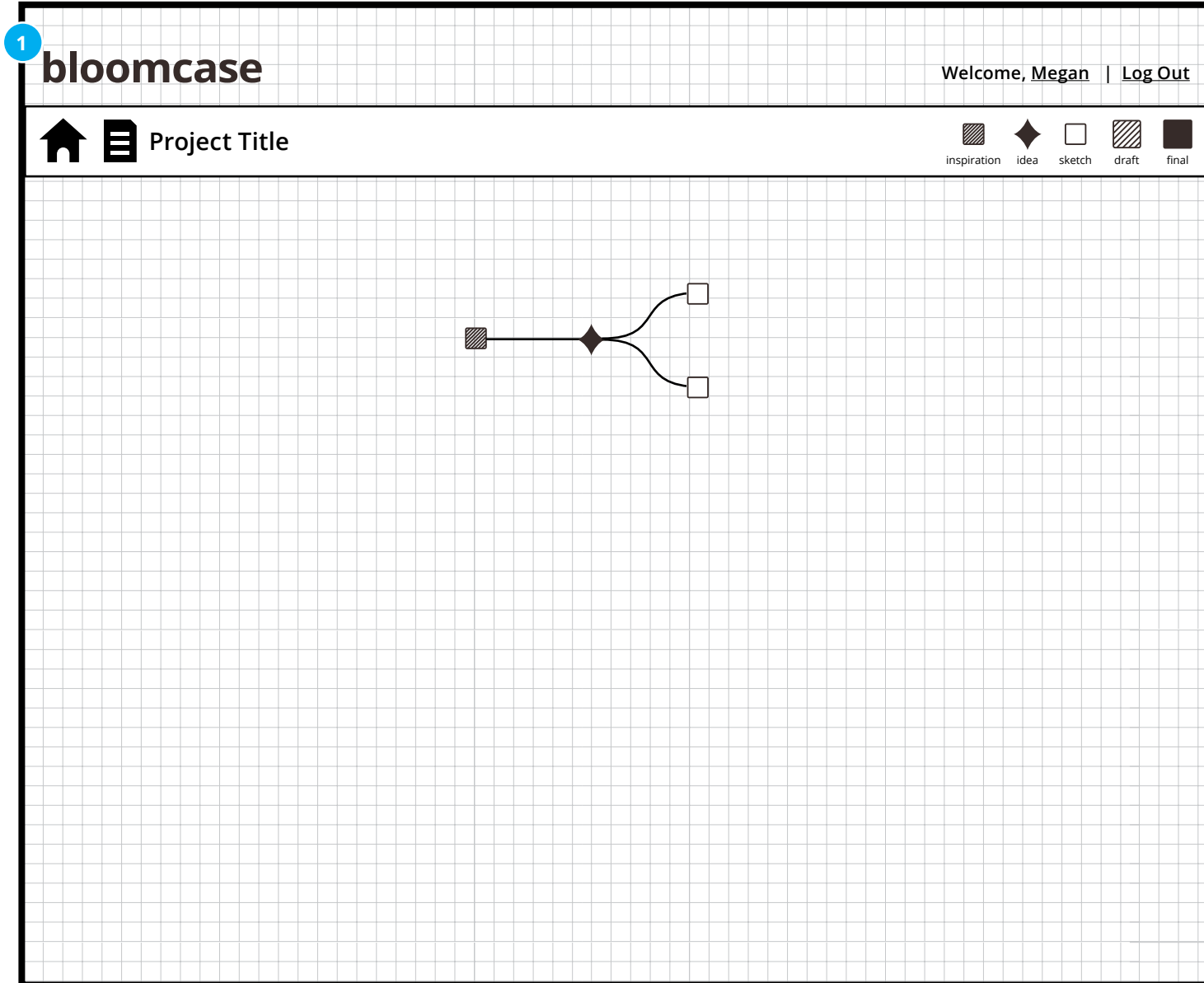
When you tap a project, a drawer opens showing you a summary of the project and the option to edit or open the project.

**Edit project page.**

Tap in the fields to edit their contents. From this screen you can save changes, cancel using the "x" or delete your project.



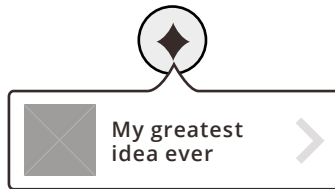
## STORY #10: Desktop/tablet mode



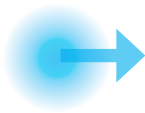
**Project page in Desktop.**  
For larger screens – tablet and desktop, you will see more information. The artifact menu acts also as a legend in this view.

**INTERACTION KEY****Unselected State****Highlighted State**

New artifacts, changed artifacts.  
Feedback for the user.

**Selected State**

On touch/click you see a tooltip pre-  
view. To edit/delete you must click on  
the tooltip.

**Tap/Touch/Click****Touch/Click and drag****Release**