

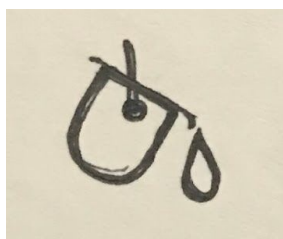
## Milestone 2:

In addition to the previous ideas, I am going to tweak the app idea. Previously, the color boxes were supposed to be text boxes with the hex value as the label for the box, but now, they will be replaced with buttons which can be pressed to go to the “outline” view to tweak the color even more. I am going to add this feature to extend the possibility of choosing a better color from the previous shade of that color. Each button will segue to the outline view but if you do not press any buttons in the scheme view, it will not transition to the outline view.

The outline view is still available for the user to use as a free form tool. This view will remain unchanged.

There will be a toolbar on the bottom of the screen, instead of the top, to choose between the two views - scheme and outline. As the app loads, the user will be welcomed with the scheme view. The user can then choose outline view if they wish or remain in scheme view. The generate button will randomly generate values between 0 and 255 and then this will be fed to background color of the buttons. Then the label in the center of the buttons will update as the color updates. In the outline view, as the user changes the sliders, the values will result in changing the background color of the text box and update the result.

The user will be presented with the logo during the loading screen. Below is a concept of the logo. Instead of the actual word “scheme” and “outline” I am going to replace them with two icons.



Logo



Outline



Scheme

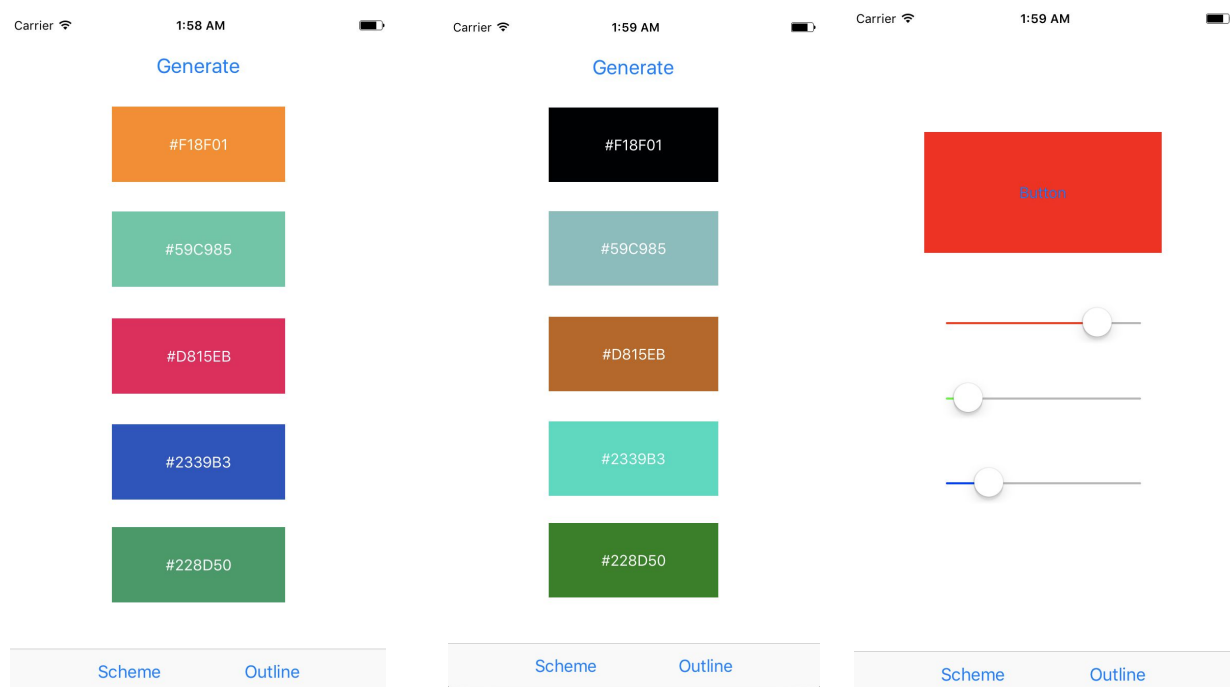
These are still in progress icons!

## Algorithms for my app:

The generate button will call a for loop that will generate 15 random numbers from 0-255 and those values will be update the red, green and blue value for individual buttons. Also, these random values will be converted into hex values using decimal to hex conversion.

I might also add options to choose only shades of red / blue / green or even bright colors and dark colors. I can do the shades of red / blue / green by adding a variable which determines the mode to choose certain scheme and then updating only the red values for red shades, green values for green shade and blue values for blue shade. The bright and the dark colors can be achieved by just randoming values from each half of the spectrum ie (0-127 & 128-255).

I made a prototype for my app and here are the screenshots:



1. Scheme Menu with random palette.
2. After pressing generate to load another random set of palette.
3. Outline mode with red color selection.