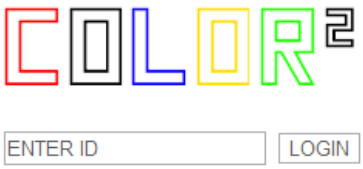
COLOR²

Color Square is a user interface made for an authentication system, for different devices as a computer, a phone or a tablet.

It has been designed to be easy to use and intuitive, with an easy “password” to remember.

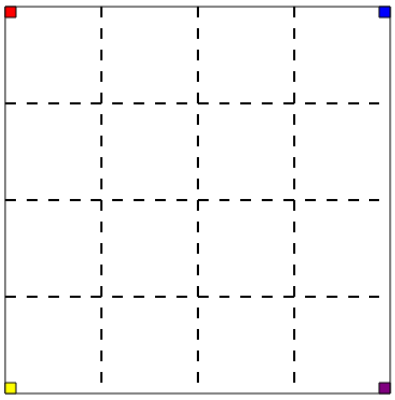
To log yourself and be connected to your data in the cloud, the first step is to give your ID. After the system will make the correspondence between it and the “password” the user would have entered in the system.

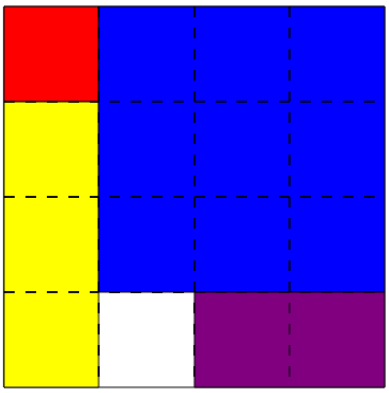
We can easily imagine that after the 1st use, the login will be in memory; the user will just have to select the good account. (For instance, I just put in place a TextField to fill with the corresponding id, but we can imagine a friendlier interface with all the users displayed with their pictures, that would be downloaded from the cloud)



After this step, the user needs to put his “password”, which is more a pattern, than a classical/textual password. You need to fill a square with 4 smaller colored squares (corresponding to each angles of the big square), you can stretch them as you want fill as you want this space (drag and drop), you can even let some blank space.

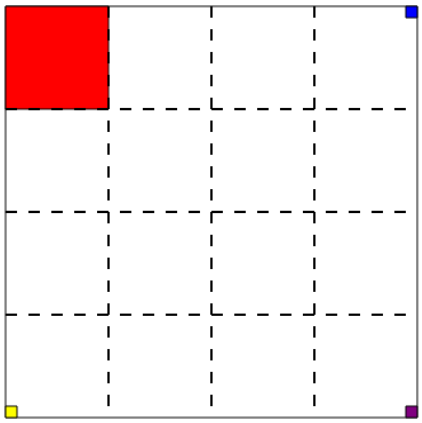
You can see the initial configuration of the square and one example of configuration.





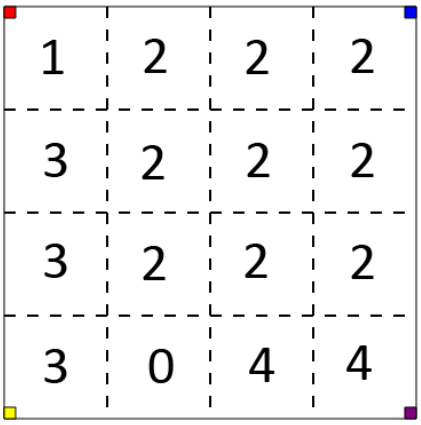
This gives you a 4x4 configuration, each of these 16 boxes can be filled with one out of 5 colors (red, blue, purple, yellow and white). Which gives a huge amount of possibilities.

To valid your password, you need to “drag and drop” each of the colored squares, you even do not have to fill with some color if you don’t want to. You can choose this kind of password.



You can even keep the initial (which is quite risky), you just need to drag and drop the 4 squares at least one time, but you can let them in their original configuration.

As you will see, I didn’t put in place a database with real passwords; you can just try the UI. Each pattern corresponds to a matrix. If we consider that 0 is white, 1 is red, 2 is blue, 3 is yellow and 4 is purple, the corresponding matrix to the 2nd image will be.



After the system just makes the comparison between the matrixes proposed by the user and the one registered into the database.