



# Folded

A collaborative drawing game

Tommy Doye, Ben Charas, Jack Paparian

## The Design Process

# Concept:

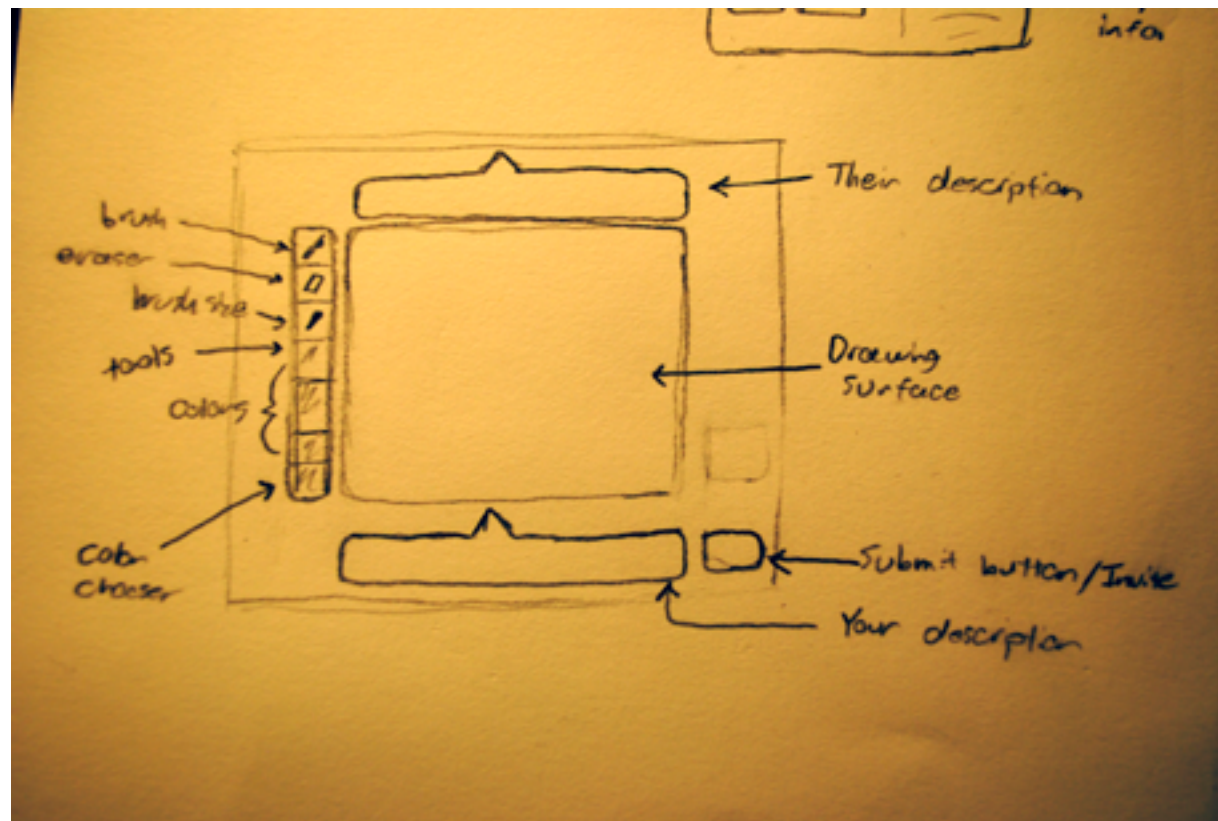
A drawing application where users take turns drawing pieces of the overall larger pictures, but the players cannot see what each other is drawing. Pictures are tiled vertically and the final image alternates pictures drawn from the two players. A vague description of what a user drew is passed to the other player to create some cohesion. The mystery and lack of communication between the players can create a fun and silly experience shared between them.

# Competitive Analysis

Our application falls into the categories of both drawing and social gaming. It is similar in nature to DrawSomething. Our game differs in the core concept of secrecy and lack of knowledge of what the other player is drawing. While it matches the many characteristics of this category, it distinguishes itself with unique gameplay elements.

# Wireframes and Planning

Below are images of the  
wireframe sketches used for  
planning our application



A hand-drawn sketch of a login/register form. The form is enclosed in a rectangular border. At the top, it says "Welcome!". Below this, there are two labels: "Username" and "Password", each followed by a horizontal input field. At the bottom of the form, there are two buttons: "Register" on the left and "Login" on the right.

Login → user page  
Register → registration

A hand-drawn sketch of a two-column form. The left column is titled "Welcome!" and contains a label "User" followed by two horizontal input fields. The right column is titled "What is?" and contains two horizontal input fields.

How to play

# Color and Type

For the typeface, we choose to use Lato for its fun movement and curves as well as its variety of font weights. For the color scheme we choose green and grays to fun feeling, but also to contrast with the bright colors of what the user is drawing on the canvas.

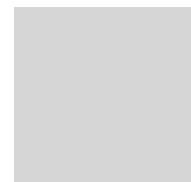
Lato

Lato

Lato

**Lato**

**Lato**



# Design Iterations

From user testing, we identified several problems and modified our application to fix them

## **Confusing Flow/What to do Next?**

To solve this problem we created a tutorial page to better explain the game.

## **Too Many Controls By Default**

Our original version had the color palette and the brush size completely expanded when drawing, but this was more than the user needed. We hid them and they can be accessed by buttons now.