🙂 ART^2

"Learn ART and build your COMMUNITY
- one pixel at a time"

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Project Overview:

App that allows users to learn an artistic medium with a lower barrier to entry (pixel art) and collaborate with others to build a community. The app is geared towards individuals who want to learn art and/or build a community out of formal education.

Medium-Fi Interactive Prototype:

Figma

Design Tools:

This medium-fi prototype was created using Figma. The prototype is designed to mimic screens and interactions on our mobile application: Art^2. The example profile art came from https://www.avatarsinpixels.com/.

Operating Instructions:

To figure out which buttons are interactable, click on a blank space on the screen. Buttons that are highlighted in blue are interactive (either click or drag). Other buttons are not core to the three task flows and will be built out in the high fidelity prototype.

In the following section we will highlight the 3 task flows and their respective features on relevant interactive pages.

Task #1: Creating a new pixel art drawing

- **Home:**
  - Features:
    - Allows user to create a new drawing
    - Allows user to open their existing work

- **Canvas**
  - Features:
    - Allows user to select from different tools (draw, fill, erase, etc.)
    - Allows user to select different colors to draw
    - Allows user to show/hide toolbar for more drawing space
    - Options menu includes other tasks a user can perform
  - Limitations:
    - User cannot select each individual square to color
    - User cannot pick specific color
    - User cannot use fill tool
    - User cannot redo
    - User cannot erase individuals squares
    - Undo is only approximated for one hardcoded drawing flow

Task #2: Sharing an artwork with a friend

- **Home:**
    - Features:
        - Nav item allows user to share an artwork
        - Allows user to open their existing work
- **Canvas:**
    - Features:
        - Options menu allows user to share their current artwork
    - Limitations:
        - Share in options menu is hardcoded for sharing the heart from canvas
- **Select Art:**
    - Features:
        - Allows user to select art to share
    - Limitations:
        - Only flow for heart is mapped out
- **Share Page(s):**
    - Features:
        - Allows users to select friends to share to
        - Allows users to share their work on different platforms
        - Shows user the artwork they are trying to share
        - Allows user to write a message with their artwork
    - Limitations:
        - Only Joe can be selected for the prototype
        - Currently cannot share to other apps

Task #3: Collaborating on an artwork with a friend

- **Home:**
  - Features:
    - Allows user to collaborate on an artwork
    - Allows user to open their existing work
- **Canvas:**
  - Features:
    - Options menu allows user to collaborate on their current artwork
    - Shows added collaborators that you can message/call
  - Limitations:
    - Collaborate options menu is hardcoded for sharing the heart from canvas
- **Select Art:**
  - Features:
    - Allows user to select art to collaborate on
  - Limitations:
    - Only flow for heart is mapped out
- **Collaborate Page:**
  - Features:
    - Allows users to select friends to collaborate with
    - Shows user the artwork they are trying to collaborate on
  - Limitations:
    - Only Joe can be selected for the prototype
- **Messaging Page:**
  - Features:
    - Shows messages between you and your friend
    - Allows you to call friends for easier collaboration
  - Limitations:
    - This page is not interactive except the back button

Other Pages

- **Lessons**
    - Shows lessons that user can use to learn pixel art (specific lessons to be built out later)
- **Gallery**
    - Shows user all the artwork they have created
    - Lets user create a new artwork

Limitations:

- Listed in the task flows section
- Major limitation is the inability to feasibly mock up all the tools in the canvas page (i.e. drawing individual squares, erasing them, and implementing undo and redo)
- Zooming into and moving around the canvas was also infeasible in Figma so we only showed one screen where you can "drag" the canvas to zoom

Wizard of Oz:

- **Canvas:**
    - User clicks on drawing tool and all red squares are filled in
    - User clicks on black color and drawing is completed
    - Implemented in this way as there would be too many permutations of screens to be built out if the user could selected each square they want to draw individually
- **Collaborate**
    - Messages with friends automatically populated after adding collaborators
    - Difficult to mimic interaction between two parties on Figma with one user
- **Home/ Gallery**
    - User already has pre-populated drawings that were created
    - Makes the app look more appealing than blank artwork

Hard coded items:

- Created drawings
- Messages
- Share/Collaborate flow
- Reasons listed in previous points