

README

This prototype is distributed as a .ipa file that can be downloaded and run by iOS devices approved on the provisioning profile used to sign the ipa.

Operating instructions:

The interface should be intuitive enough that explicit instructions are not necessary! Some general comments:

- We tried to create a consistent visual language to indicate actionable items. For example, most buttons (excepting those in the navigation bar) are represented as a tappable circle with a handle on the left side.
- Textfields have placeholder text indicating what the user should enter in them or do with them.

Limitations:

- There is no backend distributed with this prototype so all data that would be served up by a backend (sketch comments, sketch pictures, user friends, and so forth) are hardcoded.
 - *Note: For the project fair we had a second version of this prototype with a real backend built with Rails. You can find the source for the second version and also for the backend at <https://github.com/bhnascar/10-Lines> under the “realtime” branch. Because this version is much more complicated to set up and run (requires installing Rails, having a laptop to act as a server, and at least two real iPhones to talk to each other), we are not using it as our official submission for this assignment.*
- The actual restriction of drawing one line at a time is not implemented because it is difficult to simulate turns without two actual users and a real backend. Turns can be wizard of oz'ed by passing a phone around when using this prototype.
- An app that keeps track of per-user friends and per-user sketches will obviously require user accounts, which in turn requires some kind of signup/login UI. Typically, a signup/login screen is shown the first time an app is started and then never shown again after a user has logged in. This prototype represents the usage of our app in the scenario where a user is already logged in, i.e. it does not provide a signup/login UI.