



Artbot

Hi-Fi Prototype README

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Running the app

Our prototype was built using React Native and Xcode to be executed on an iPhone X running iOS 12. It is available as a .zip file containing our source code on the website. In order to run the app through an Xcode simulator, follow these steps:

1. Unzip the package, then navigate to **ios > cs147.xcodeproj**. Open the file in **Xcode**.
2. In **Terminal**, navigate to the Artbot folder and execute the following commands:

```
rm -rf node_modules
npm install
react-native link
```

3. Ensure that you are building the program using the **iPhone X** simulator.
4. Build.

Limitations

As this is a prototype, many features that would be present in the final application have been omitted or hard-coded in such a way to emulate their respective functions. These include:

- Artbot's intervention during the drawing process being done using AI (instead, it is hard-coded with random generation)
- The ability to save artwork into the gallery and look at previous disasterpieces
- Artbot's chatbot taking in qualitative and quantitative measures and outputting an actual CreativeIQ score
- Artbot's statistics page using a line graph (in its place is a hard-coded bar graph approximation)
- A tutorial that would navigate users through their first session with Artbot
- An achievements section detailing milestones reached with CreativeIQ scores/streaks/etc.
- A more refined way to toggle pen thickness during the session (currently, the user has to click at the toggle to change sizes)

All data is hard-coded in when users enter the app: previous disasterpieces, CreativeIQ scores, calendar updates, etc. Any creation users make is currently not saved at this time.