

Concepts to real, applying usability

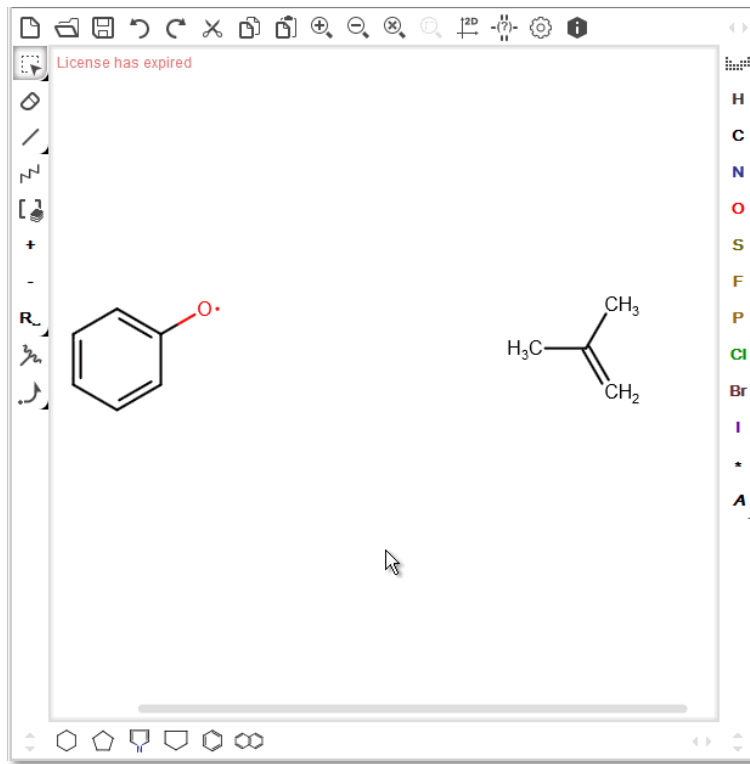
Marvin JS behind the scenes

by Janos Papdeak

Features

- a. Requirements
- b. Technical possibilities
- c. Consistency
- d. Standards
- e. User experience

Electronflow arrows

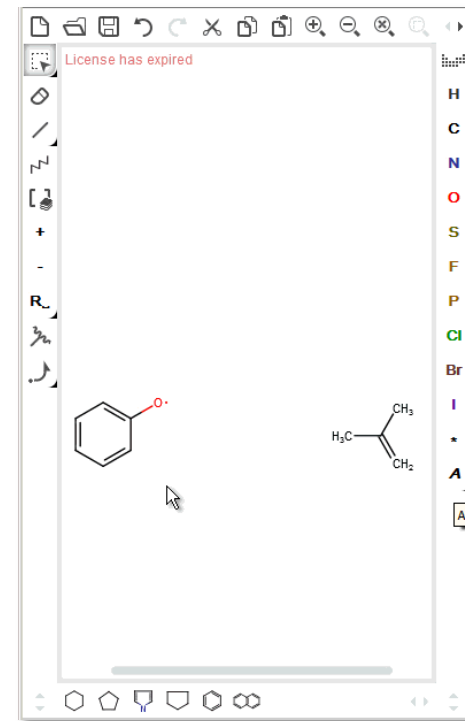


Needs

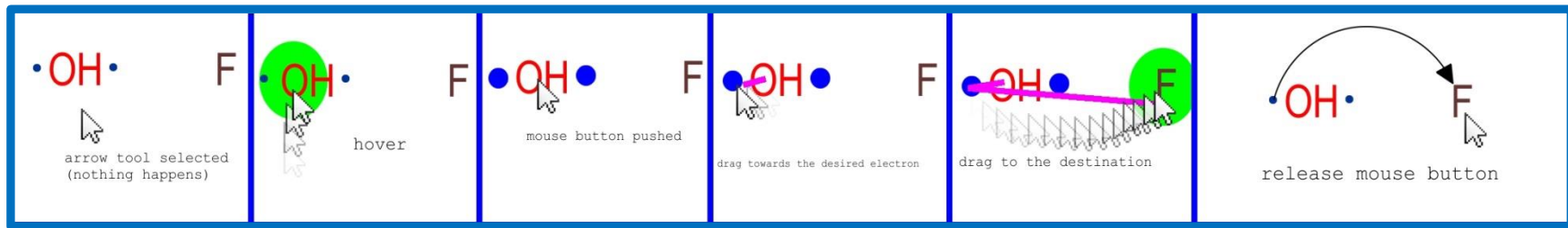
- a. “as in Marvin Sketch” + touch support
- b. No automation, no different touch version
- c. Similar to bond drawing
- d. Desktop vs Touch standards
- e. Easy to draw and modify

Small touch devices

- “as in Marvin Sketch” + **touch support**
- No automation, **no different touch version**
- Similar to bond drawing
- Desktop vs Touch standards
- Easy to draw and modify



New ideas



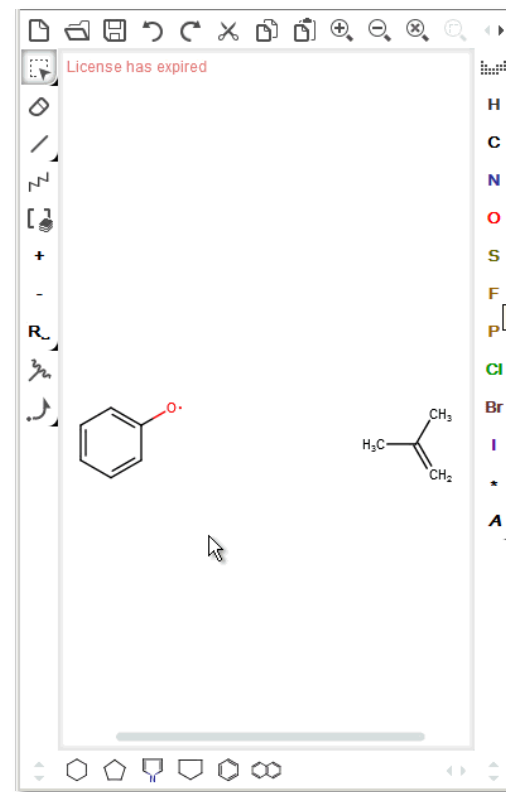
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Minimum Valuable Product

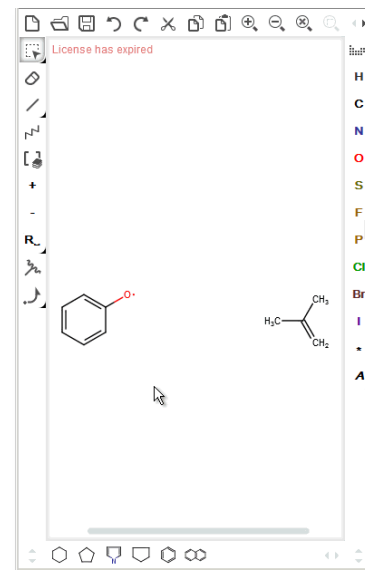
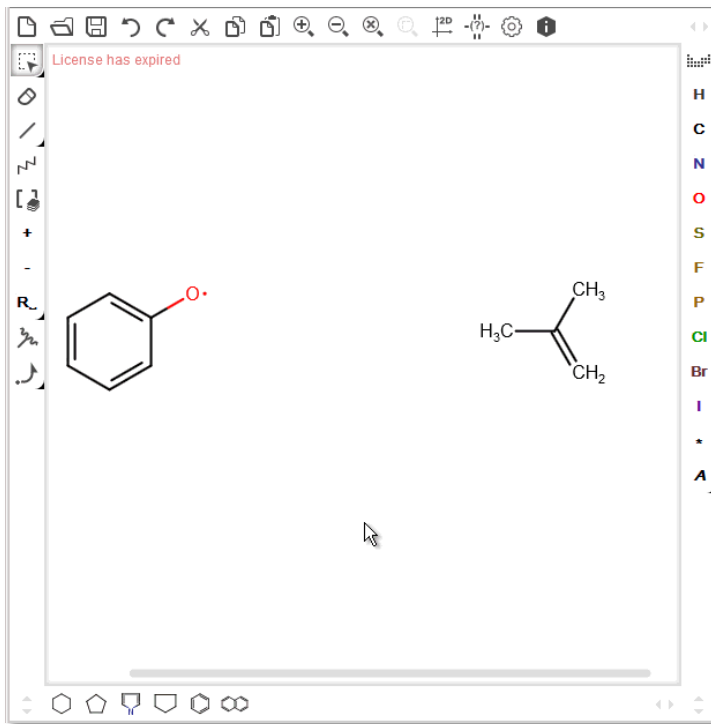


Touch standards

- a. “as in Marvin Sketch” + touch support
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- d. Desktop vs **Touch standards**
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Desktop vs Touch standards

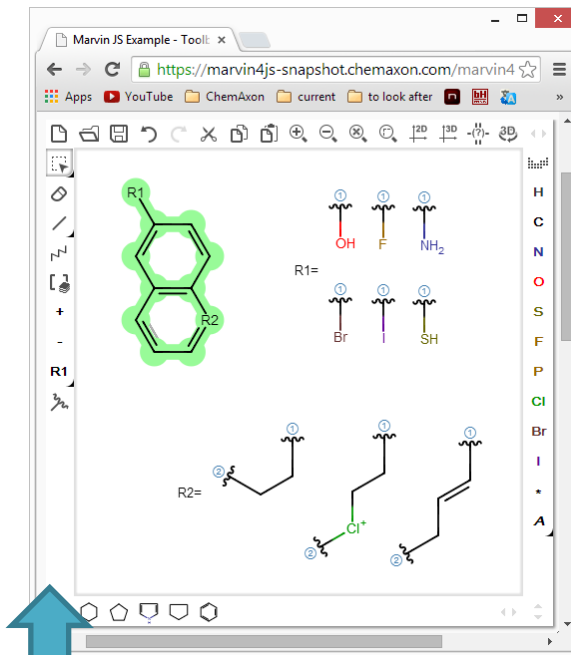
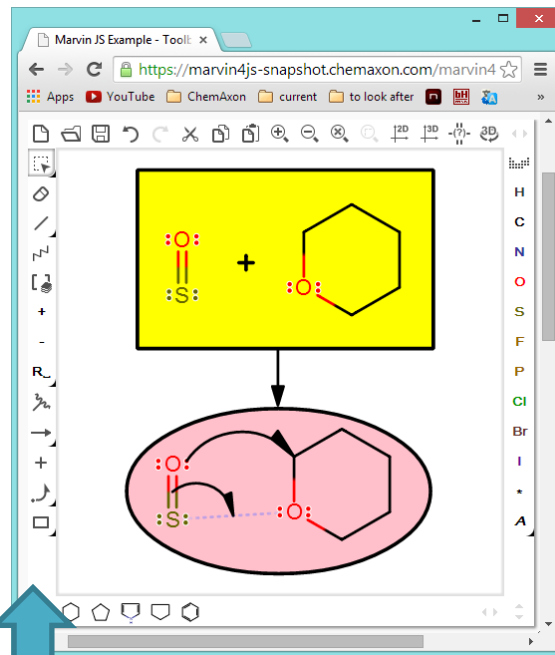
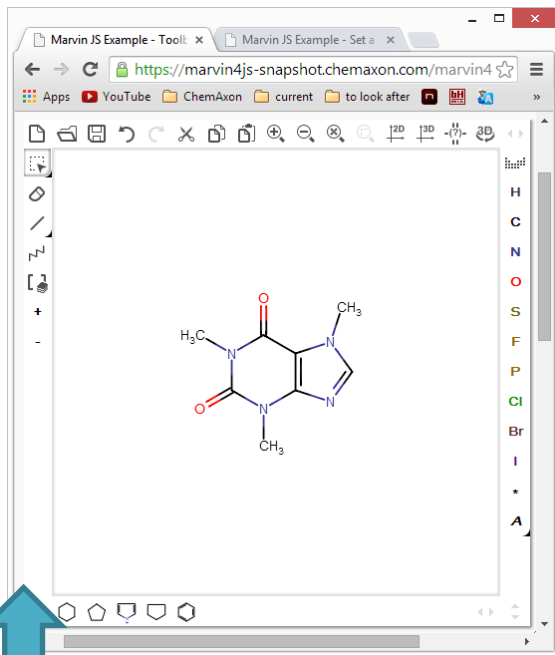


What I have learned

- I want \neq I need
- Requirements can change
- Being wrong is as important as being right
- No code is needed for a good MVP

Other open questions

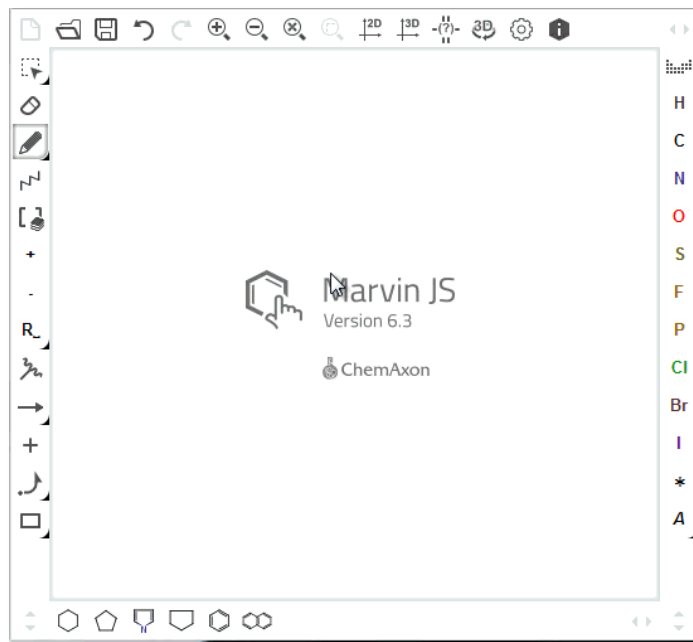
Customization or Presets



Which touch device?



“Freehand” drawing



Conclusion

I don't know.

We don't know.

Let's figure out together.

Thank you for your attention.