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When completing this project, I had issues with the line detection like I had previously in the past in p3. I also was not able to figure out how to get my scaling and rotation for my polyline working properly so I just skipped that part, because what I had was making it disappear.

I learned how to save items from js to json, or the canvas as an image. I also learned that I should have started much earlier, because I underestimated the work that I would have to do, and I thought all I had to do was combine my p3 and p5 code.

Remaining bugs are that the line isn't detected properly when it is translated/rotated. The other bug that I ran into was that when transforming the bezier curve, mouse detection is not 100%, might be my side. Rotating and scaling becomes continuous when attempted on the bezier curve. Other than that I did not detect any other issues

Additional functionality was that color was allowed to be selected for each object. I used code from an online resource for downloading, and I included a comment with the link to the source.