

27/03

Working further on the grid, and today I was implementing the functionality of being able to drag and drop the images around the canvas freely.

This took a long time because this grid started to contain so much code/functionality that everything was interfering with each other. For example, being able to drag around the images, but some images were being cleaned because there was a specific grid structure where some images had to be copied and replaced, combining this with being able to move these images around was difficult to work on.

