Things to look for –

* Add test in getImgUrl – if the image is not found?
* Restrict that the text we add on the meme cannot be longer than the canvas.width
* Image in the canvas should be in it’s width and height, good proportions
* Catch error if I try to add text and click generate meme before selecting a meme
* To make sure we can’t do up/down or anything related to text if we still don’t have text on the meme yet