

Choosing Extensions, Color Coded

Layers:

- p5js works layers with which code is ran first
- Impossible to work on runtime with javascript

File Import

- External library, not possible

Editable Shapes

- Explained in lectures, fit for my scope and idea

Text Tool

- Hard to implement new code during runtime.

Stamp Tool

- Requires adding multiple files as stamps
- Too simple implementation

Scissor Tool

- Explained in lectures, fit extension, complex enough

Bucket Tool

- Complex enough
- needs a flood-fill algorithm
- need to be cared to not cause a stack-overflow or memory crash

Different brush shapes and sizes

- Fit for my design idea, should be easy to draw small shapes in certain radiuses to mimic a brush.

Rotate

- Perhaps possible by using get() and set() functions
- Hard to move the pixels to certain rotations
- Maybe possible to work on if there is extra time.

Different spray shapes, effects and sizes

- Some variables like spread and size is already implemented inside the function
- It would take hooking it up to a slider and a button so it can be edited in various sizes
- We could have modes for different brush shapes

Resize

- Perhaps possible by extending the canvas
- Not fit for my UX idea.

Double Color Picker

- Would require to store the old color and show it in the UI, would also require and extra implementation for each tool
- Possible if there is extra time

Magnify

- Very complex implementation, requires opening up extra canvases. Maybe if I have enough time

Color Pick History

- Possible but not required, small feature

Flip

- Mid-level complexity and requires a lot of set() and get() implementations. Possible with extra time

Extension Planning, Implement Yellows if there is extra time.

Editable Shapes

- Implement Edit Mode
- Implement visual edit cues
- Implement save button
- Option to choose between fill/empty mode

Scissor Tool

- Implement Select/Edit/Save Options
- Implement visual cues
- Implement copying more than 1 area

Bucket Tool

- Implement flood-fill algorithm
- Implement choosing colors
- Implement drawing

Different brush shapes and sizes

- Implement different shapes
- Implement ways to change the radius/area of the shapes
- Implement the HTML slider

Rotate

- Implement choosing area
- Implement a button to rotate the area
- Implement the math for getting the pixels
- Implement the math for setting the pixels

Different spray shapes, effects and sizes

- Implement spray shapes
- Implement spray size
- Implement spray spread
- Implement HTML to populate sliders

Double Color Picker

- Implement The Pickers
- Implement a way to use secondary colors

Color Pick History

- Implement an array to remember previous colors
- Implement a way to pick previous colors

Flip

- Implement math to flip horizontally and vertically
- Implement set and get functions