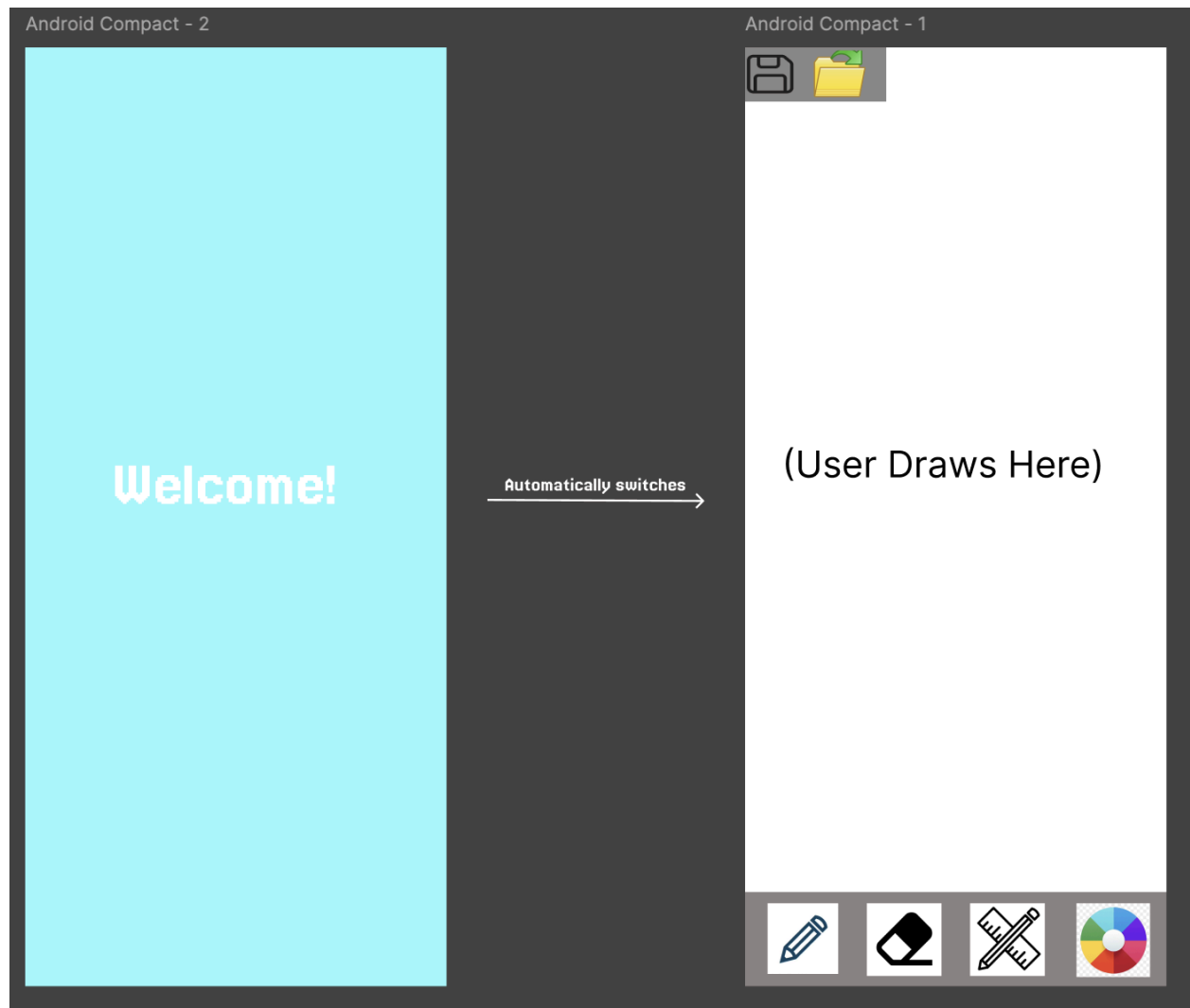


Wireframe:



Project structure:

- Layouts: We will use the Linear layout on the splash screen and for the draw screen we are going to use the Frame layout.
- Classes: We are going to make a custom canvas class(view) as the main surface for the user to draw on. We will also have another class dedicated to file handling for retrieving old drawings and making new ones. Additionally, we will have a brush settings class that allows the user to modify the pencil properties. In addition to those classes we will have an activity each for both the welcome splash screen and the main draw screen.
- Tests: For most of our unit tests we are going to test the drawing tools and confirm whether or not they actually change the canvas values. For example, checking if the canvas gets updated when the user touches(draws) it in the correct place and the inverse for erase. We could also check that the values changed are the correct color to confirm whether or not the color was changed correctly. Finally, we are going to make tests for file saving and opening. For the rest of the functionality, we plan on testing it visually.

Who is doing what:

- Pooja: Draw/Erase along with associated tests. Custom canvas class
- Calvin: File saving/opening along with associated tests. Splash screen and transition.
- Sam: Pencil Size and color changing and associated tests.