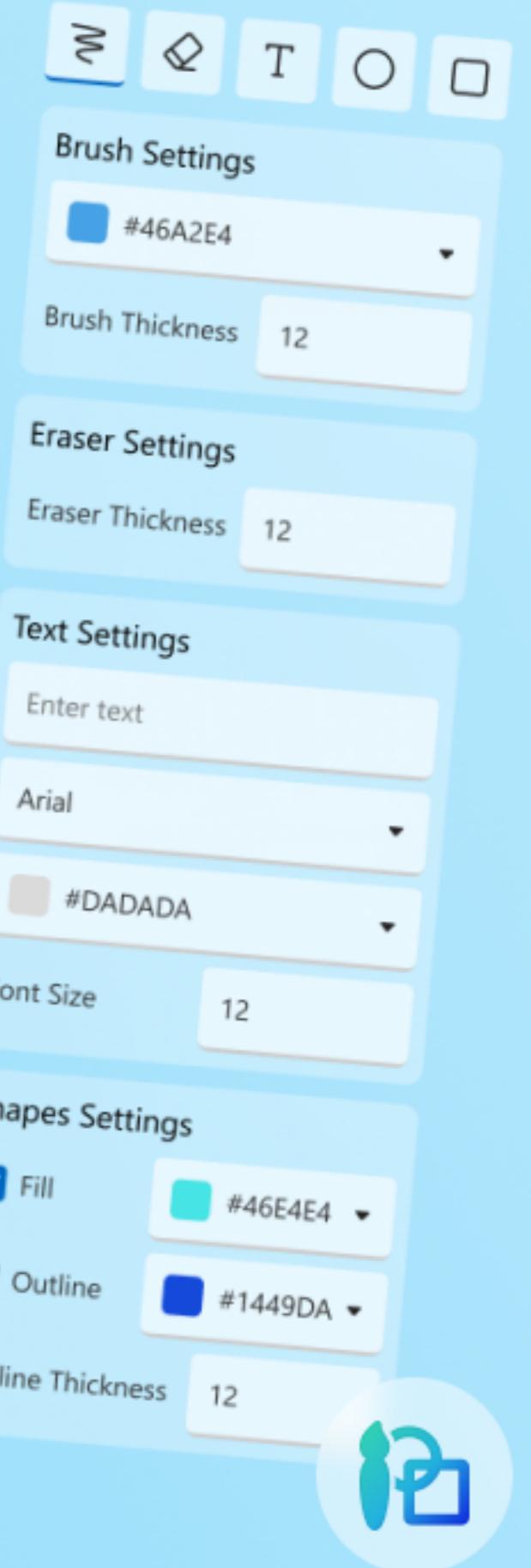


Aardvark

Create your digital masterpiece

Created by Alex Apostolu, Alex Mirabella, Amaru Izarra, Brian Latchman,
Jessica Li, Vishnu Sai

Untitled Project



Aardvark

Create your digital masterpiece

Created by Alex Apostolu, Alex Mirabella, Amaru Izarra, Brian Latchman,
Jessica Li, Vishnu Sai

and Arthur
the Aardvark



What is Aardvark?

Aardvark is an intuitive desktop drawing software allowing users to draw, add shapes, and write text in a variety of colors/thickness. With account protection, project management, an expansive editor and .png export, it empowers creativity and seamless collaboration.

What can Aardvark do?

Draw with a brush

Draw circles and squares

Write text

Erase

Undo

Redo

Clear canvas

Resize canvas

Create, save and delete projects

Accounts

Export as .png

How was Aardvark made?

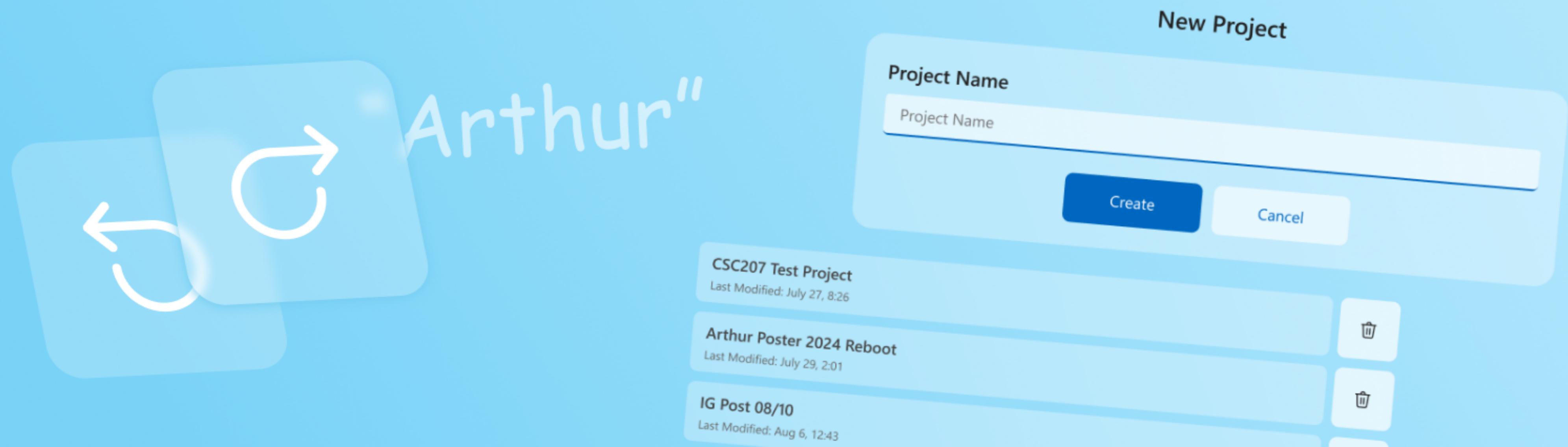
Aardvark is created using Java 11, JavaFX and Gradle. The application can run on Windows, MacOS and Linux desktops. The team utilized GitHub for issue tracking and repository, and IntelliJ and VS Code for development environments.



Contributions and Learnings

Alex Mirabella's Contributions

Added undo/redo functionality, improved brush performance and smoothness, introduced project last modified date, enabled project naming, and included an Arthur Easter egg.



Alex Mirabella's Learnings

I gained a comprehensive understanding of the MVC (Model-View-Controller) design pattern, which separates an application's logic, user interface, and data representation.

Alex Apostolu's Contributions

Contributed circle and square drawing, fill/stroke options, canvas management (clearing and saving), project management (create, display, delete), project creation error checking.

The screenshot shows a user interface for a digital canvas application. At the top, there is a navigation bar with 'Sign out' and 'Create Project' buttons. Below the navigation bar, the title 'Your Projects' is displayed. Three project cards are listed: 'IG Post 2' (Last Modified: July 27, 8:26), 'Circles Test' (Last Modified: July 29, 2:01), and 'Outlined Squares Test' (Last Modified: Aug 6, 12:43). A large circular canvas area is visible on the right side of the screen. In the center, a 'Shapes Settings' dialog box is open, containing the following options:

- Fill: A color swatch set to #46E4E4.
- Outline: A color swatch set to #1449DA.
- Outline Thickness: A slider set to 12.

Alex Apostolu's Learnings

I got exposure to working with JavaFX, including how FXML files correspond to .java files to provide a structured approach for designing UI components while maintaining code functionality.

Amaru Izarra's Contributions

Developed user authentication and profile creation (Sign in, Sign up) with error checking, implemented JSON reading and writing operations.



Aardvark

Create Account

Email

Sign in

Don't have an account? [Sign up](#)

Email

Name

Password

Confirm Password

Sign up

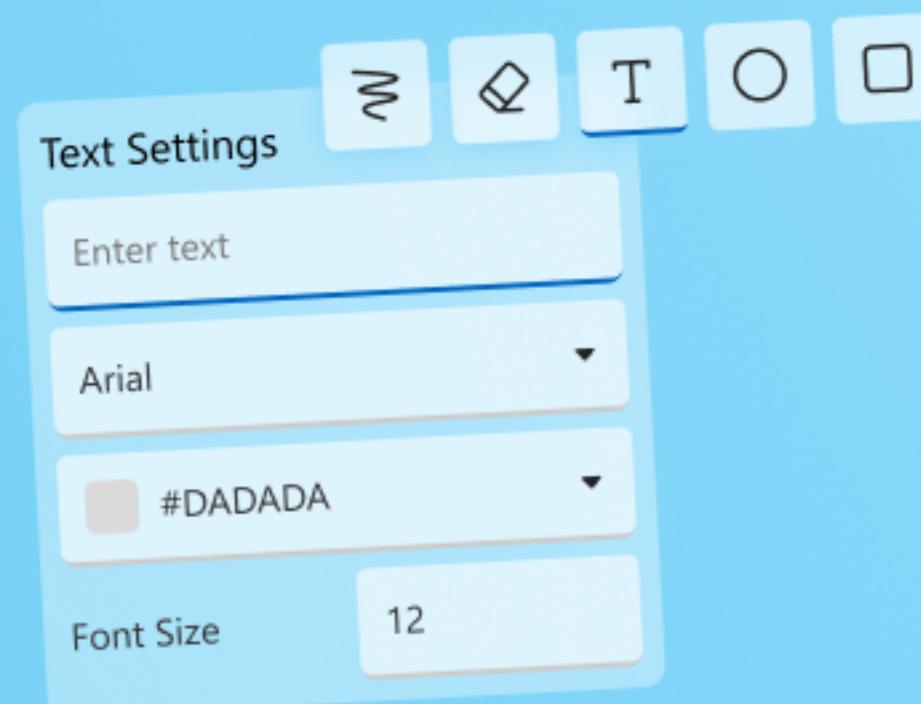
This image shows two side-by-side user interface components for a login and sign-up process. The left component, titled 'Aardvark', contains fields for 'Email' and 'Password' with a 'Sign in' button below them. It also includes a link 'Don't have an account? [Sign up](#)'. The right component, titled 'Create Account', contains fields for 'Email', 'Name', 'Password', and 'Confirm Password' with a 'Sign up' button at the bottom. Both components have a light blue background and rounded corners.

Amaru Izarra's Learnings

Through this project I became proficient in Git version control, got exposure to working with the Git workflow, and effectively managing JSON files to store and exchange structured data within projects.

Jessica Li's Contributions

Integrated text tools like font picker, font size, and color selection, implemented text-related error checking. Also heavily focused on writing and conducting tests.

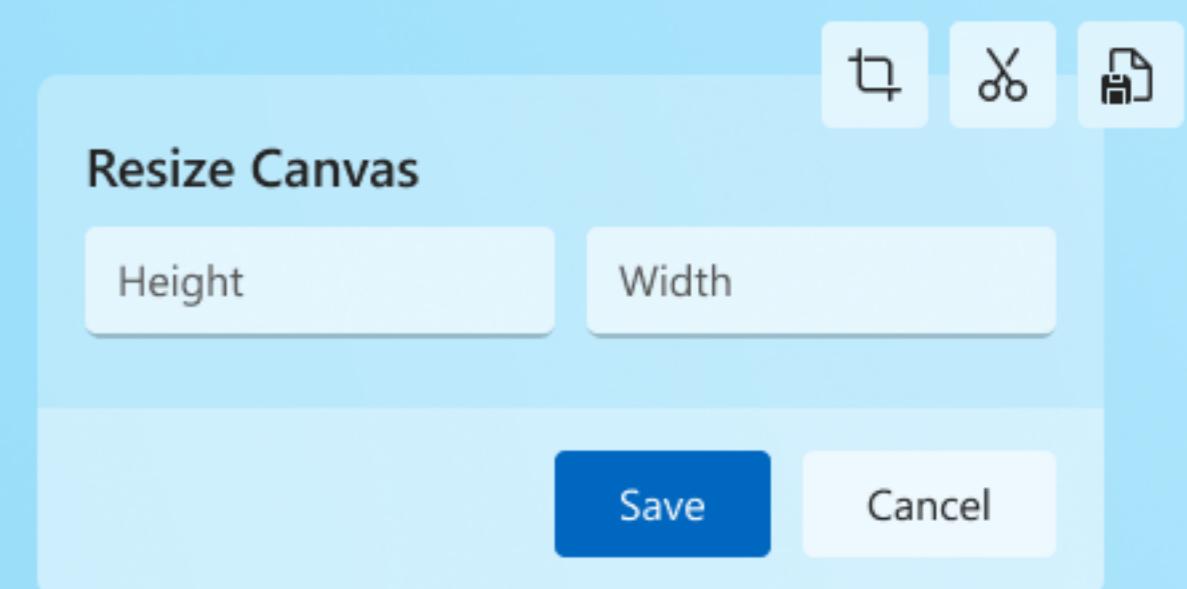


Jessica Li's Learnings

My learnings encompassed Git usage on GitHub within a team, understanding efficient project management, and effectively utilizing a ticket board for streamlined task tracking and allocation.

Vishnu Sai's Contributions

Created drawing tools like brush and eraser, enabled canvas resizing, canvas clearing, connected drawing features to the UI, implemented keyboard shortcuts for undo/redo, and added the ability to export drawings as .png files.

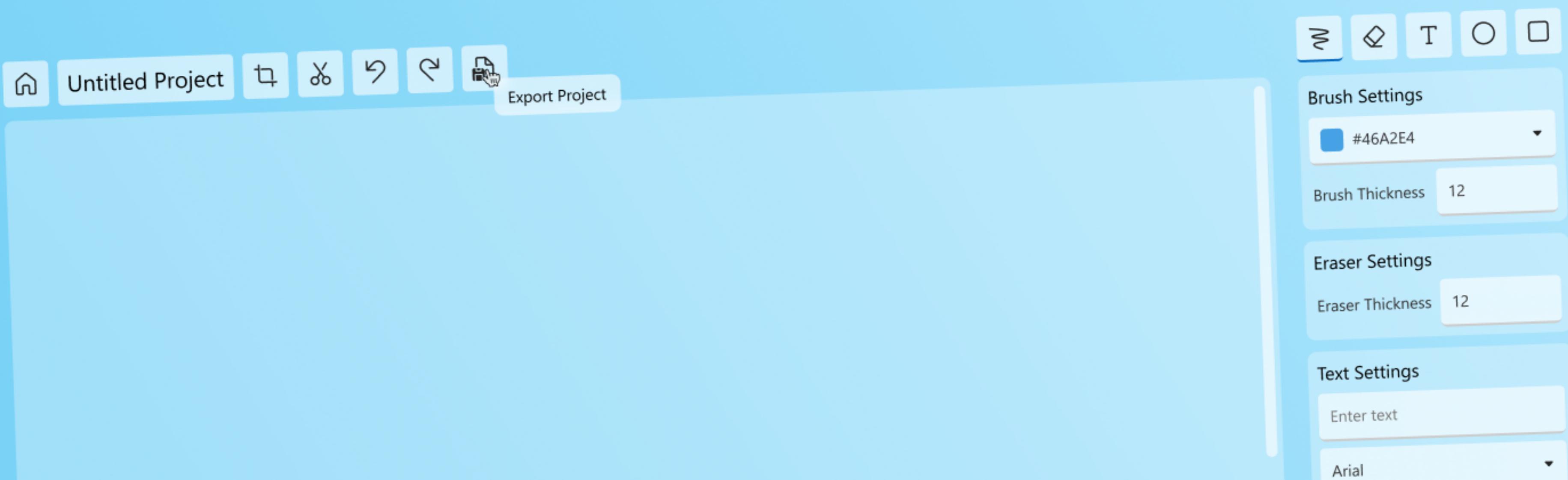


Vishnu Sai's Learnings

I learned to create seamless connections between the frontend and backend components, ensuring effective data exchange and enabling end to end feature development in the application.

Brian Latchman's Contributions

Designed and implemented routing, stage settings, styling for all UI components, interactions, tooltips, accessibility, conditional rendering of settings cards, and responsive design for the canvas.



Brian Latchman's Learnings

I got to learn about the intricacies of FXML for UI markup and harnessing JavaFX CSS styling to create visually appealing and customizable user interfaces.



Demo time!

