Simple Object-oriented Drawing Library

## Idea

Provide a simple way to draw items in process (flower, star, arrow, etc. )
Object-oriented control over objects (move, size, etc.)

## Features

Class for parameterized figure with methods to control it
Parameters of the objects should be easy to use and adjust
Users can choose from a variety ways to control the objects
Easy and comfortable to use

## Design Challenges

How to parameterize different items? (simple v.s. degree of freedom)
Come up with a set of control methods that satisfy users' need (move)
Reasonable level of abstraction
How to make my library easy to understand and use

## Implementation Challenges

Dynamic control is challenging (put in draw() or ?)