

MILESTONE 3 - Team 013-07

What features were completed?

- Login/Sign Up Pages
 - PHP and MySQL
 - Database created and user table made
 - Connected to database
 - General format of forms made
 - Error handling for both forms
 - Session starts once signed up/logged in
 - Used PHP functions to prevent SQL injection
- Sketching Interface
 - Draw on Click - js canvas functions
 - Color Pallet - buttons / switch statements
 - Erase
 - Save / Clear Canvas
- Drag and Drop Demo
 - Take images and shapes on a grid and move them around while keeping them locked to the grid
 - Rotate UI Elements

What worked during the demo?

- Login/Sign Up Pages
 - All of the above mentioned
- Sketching interface
 - All of the above mentioned

What issues were faced either during the development or during the demo?

- Login/Sign Up Pages
 - Need to create reset password - I don't think we can implement until the website hosted is on a server
 - Need to clean up code for login page error handling - I believe some variables and lines of code in this section are superfluous, and I need to plan out how I can improve it
 - Connecting this functionality to the rest of the website - At the moment, it is fairly isolated. The login/sign up functionality works, but planning needs to be done in order to connect it with the other aspects of the website.
- Sketching interface
 - Developing a user friendly interface - everything at the moment is pretty bare bones
 - Color selection optimization - at the moment the code works with a series of switches and buttons. Not the best way to do this if we plan on expanding further into more colors.
 - Creating different brush tools / line tools - things like rectangles or circles or straight lines from points of click to release. This is in the works and under experimentation right now.
- Fabric.js -- drag and drop elements
 - Fabric.js had some dependencies in modernizr which have since been discontinued and made unavailable so it became necessary to either find and develop a work around or pivot to a new drawing platform.
 - Graphical Issues. Some parts of the canvas fail to render correctly.
 - Limit options. The user currently has options to rescale some of our art assets in ways that make them much less appealing and in ways that won't realistically be desired. Limiting the options to (namely make our already small enough images) several times wider than their given resolution will help.
 - Unfriendly UI. Currently incredibly bare bones.

What were the suggestions offered by the TA?

- Find out how we want to save and export map files
- Integrate the fabric.js and sketching
- How are files being saved in the backend? Where? How?
- Look into Straightbuckets, AmazonS3
- Create concrete plan of implementation.

Individual contributions by each team member

- Login/Sign Up Pages
 - Tyler Hand
- Sketching interface
 - Leif Anders
- Demoing and testing Fabric.js
 - Elizabeth Gyimesi
- Developing front end pages, nav bar links
 - Nikita Feoktistov