CobraSketch Weekly Update

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November 29, 2012

CobraSketch is coming along. We have previously completed our class diagram and have been implementing the classes. We have eight classes (currently) that are being implemented.

Our outer most class is called Sketch. Sketch is the object that is the file itself. This holds the many methods such as open and saves. We have a class called canvas. Canvas class is the canvas in which we are drawing on. The size of the canvas and window are stored in this object. Methods include exporting and loading. Our program is designed to have different brushes. To do this we implemented a brush class. This creates a brush with different sizes, shades, and textures. To create textures, a texture class was created to be able to have multiple kinds of brush textures. Our project is designed to have multiple layers. A Layer class was designed to be there layer objects. The Layer class holds a bitmap of the layer and there are methods to add strokes to the layer. There is also a method to draw the layer. There is a stroke class to create individual strokes (mouse down to mouse up). These strokes are what get added to the layer object. Another feature of our program is to undo and redo. To do this, we created a history class. The history class is a list of actions. The action class create an object of the actions the user does. This is designed so the user can undo or redo a stroke or even a new layer.

As we are coming to the project deadline, we are quickly trying to finish all the implementation. Most of all the pre-documentation is completed and just gets updated if needed through the coding of the program. The group is using github to more easily work together. This allows us to all work together on the different aspects of the project. We were all assigned issues through git of different classes to implement. Most of the classes are completely filled and we are now making them work together. The two biggest classes to implement are the Sketch class and the Canvas Class. The two classes work together to implement the OpenGL instructions to properly draw on the screen.

It will take a lot of work but the project should come together this weekend and be functional by Tuesday when it is due.