JavaScript - Team Work



Canvas Monster - project

Developed by

Cookie Monster team

N.Nanev, L.Mitkov and N.Petrov

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Overview



Create paint-like application in JavaScript under following conditions:

- Using Canvas
- Animations to be created with KanvasJS

Project Features



- Drawing basic shapes like:
 - ★ Lines
 - Rectangles
 - ★ Circles
 - ★ Brush tool free ride of the mouse pointer
- Erase painted by "rubber" like tool
- Change the size and color of the painting tool
- Under development functionalities
 - Save image
 - Load an image

File structure



./index.html - main html file

./styles/style.css - css styling of the html

./libraries/kinetic-v5.1.0.min.js - KineticJS library

./scripts/draw.js – JS code responsible for drawing

./scripts/animation.js - animated advertisement

Code structure



window.onload

kinetic.js

draw.js

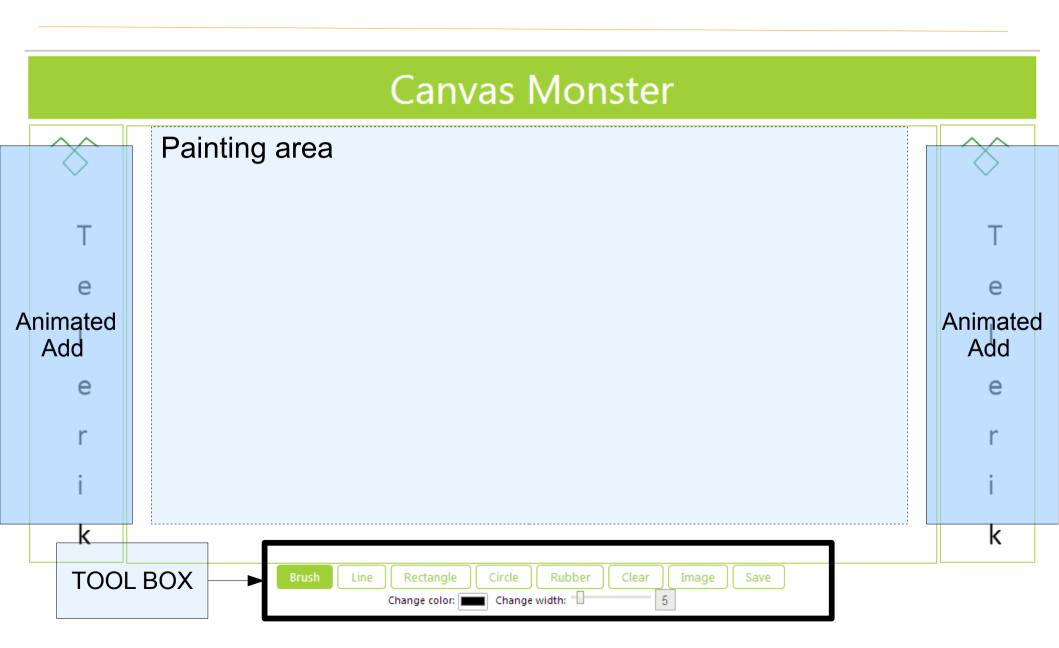
- var definition
- Attach mousedown, mousemove and mouseup event listeners
- Functions used:
 - > ev_canvas()
 - changeDrawingTool()
 - isToolSelected()
 - changeAppearanceOfButton()
 - deselectAllTools()
 - deselectAllButtons()
 - changeColor()
 - changeWidth()
 - clearCanvas()
 - img_update()

animation.js

- > createLogoAnimation()
 - initializeCanvas()
 - telerikLogo()
 - > telericText()
 - > text()
 - > point()
 - > animation()

Preview





Preview



Canvas Monster





Thank you for your attention!