PyCollage: A Project Overview.

Target Userbase:

1. People who want a quick and easy way to programmatically produce simple drawings or animation. See [link](https://en.wikipedia.org/wiki/Fourier_series#/media/File:SquareWaveFourierArrows,rotated.gif) for an example
2. People who want to quickly create simple games like snake, tetris or similar (competitor flash player, phasor.io)
3. People new to programming (competitor to python turtle)

Mission:

To produce a python interactive animation generation API easy enough for a programming beginner to use but powerful enough to be a tool that experienced developers use it commercial products.

Goals:

1. To produce a simple to use python API for interactive animations
2. For the user to be able to view the animation in their browser or as standalone desktop animation or as a .mp4 video file if not interactive.
3. To be able to change the mode of viewing (browser, standalone, .mp4) by changing no more than one line of code, regardless of the complexity of the animation

Policies

1. The browser view will be implemented as html5 canvas because of the canvas’es flexibility and cross-platform nature.

Targets:

1. Have a working subset of the API which allows the user to drag objects around by 15th of June.