Random Flag Generator

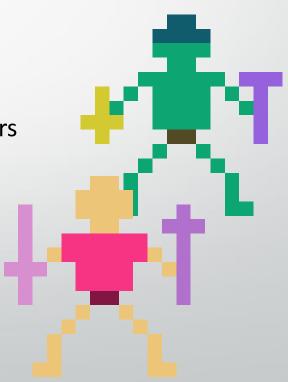
Group 2: Nathaniel Hu, James Park, Akram Hannoufa

Final Presentation

Introduction

Original Open-Source Project

- https://github.com/daboth/pagan
- PAGAN (Python Avatar Generator for Absolute Nerds)
 - Uses input strings to randomly generate unique pixel art avatars
 - Runs input strings through (specified) hashing function to obtain hash digest in hexadecimal form
 - Grinds hash digest to select avatar colours, elements (i.e. weapons, shield, other equipment)
 - Saves pixel art avatars to working directory once generated



Our Project

- Uses input strings to randomly generate unique pixel art flags
- User can specify hashing algorithm to be used
- Generated flags are saved as .png image files; can be displayed to users
- GUI, flag gallery, user control

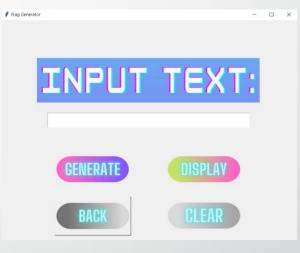


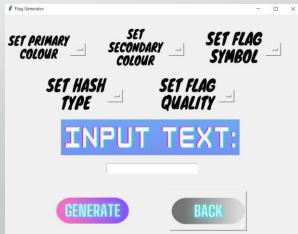
Improvements

Improvements - GUI

- Implemented a GUI
 - PAGAN purely command line
 - Start, Settings, Gallery, Help





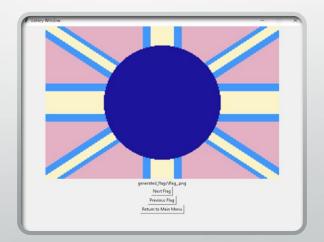


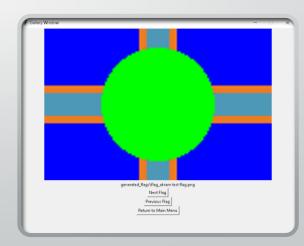
Improvements – Flag Gallery





- User flag gallery
 - See generated flags





Improvements - Testing

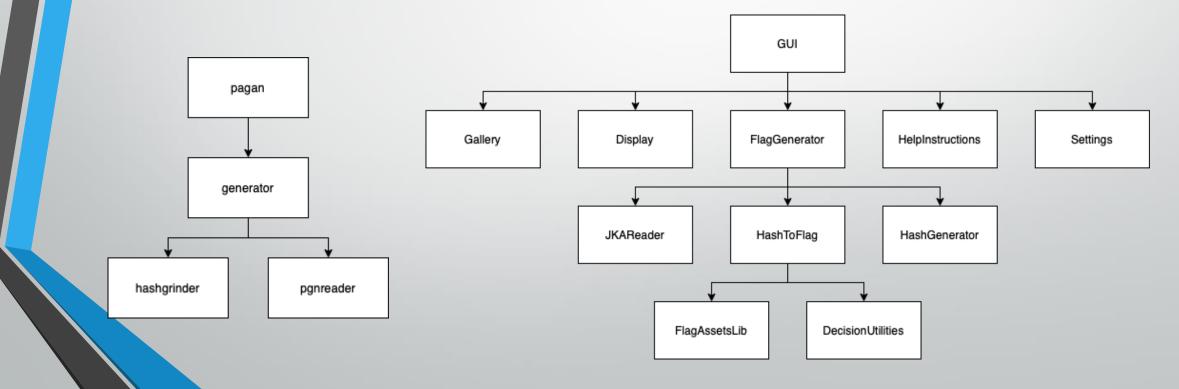
Source code: 11 test cases



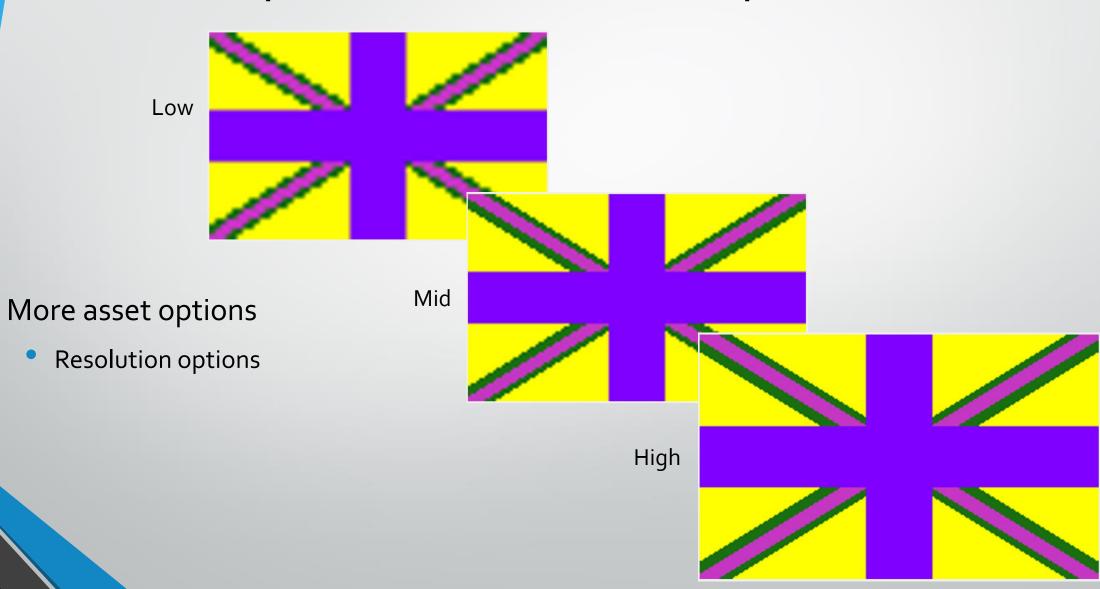
- Implemented <u>65+ test cases</u>
- Used the <u>pytest</u> framework to develop <u>unit tests</u> for all functional modules
- Performed manual and user validation testing on the GUI

Improvements - Modularity

- Improved modularity
 - Improved readability, maintainability, low coupling, high cohesion

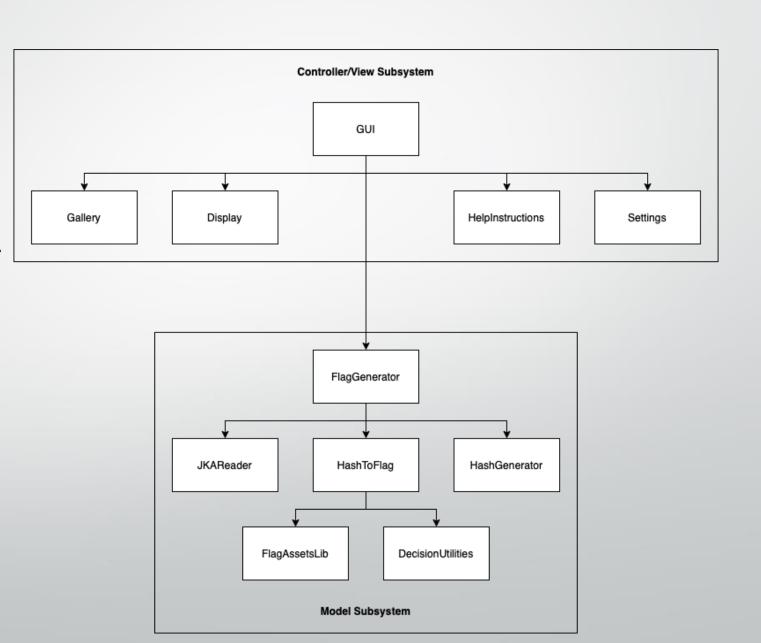


Improvements – Asset Options



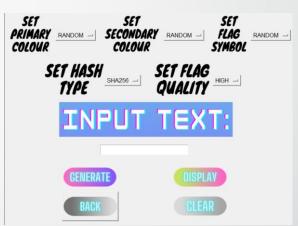
Architecture

- The Random Flag Generator uses the MVC-I architecture
 - Controller/View Subsystem
 - Model Subsystem
- Low Coupling and High Cohesion between modules

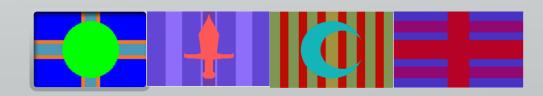


Software Qualities

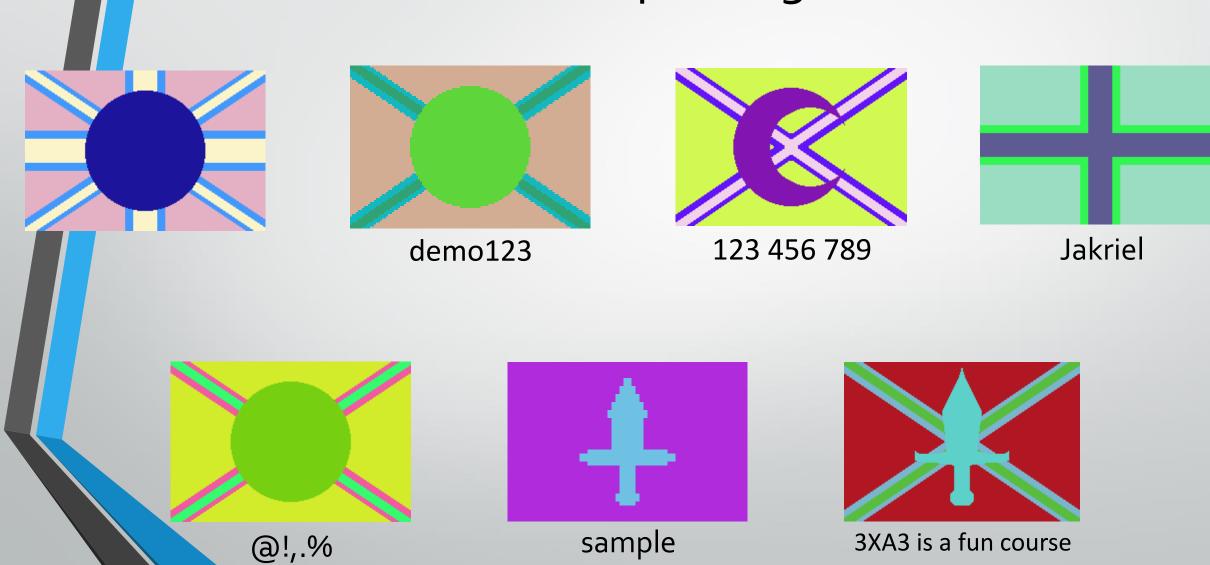
- Maintainability
 - Enhanced modularity --> Easy addition of new assets/qualities
- Portability
 - Python runnable on most platforms
- User-friendliness
 - UI for easier generation, settings, gallery
 - Avoids purely command line interaction
 - Help page







Example Flags



Demo

Future Improvements

- Online version
- Select file save location and file type (png, jpeg, psd, pdf, tiff)
- Wider array of assets (more symbols, colours, sizes)
- More hashing algorithms
- More user control over output (within reason)
- Allow for different inputs (keyboard: enter, esc)
- Revamp GUI (better visuals, effects, animations)

Conclusion

