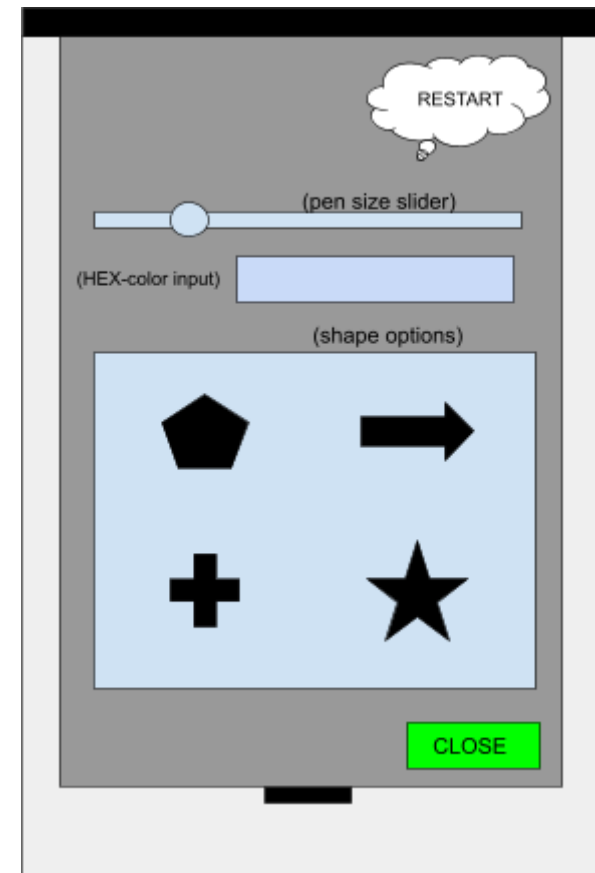
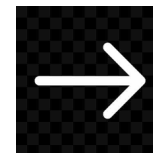
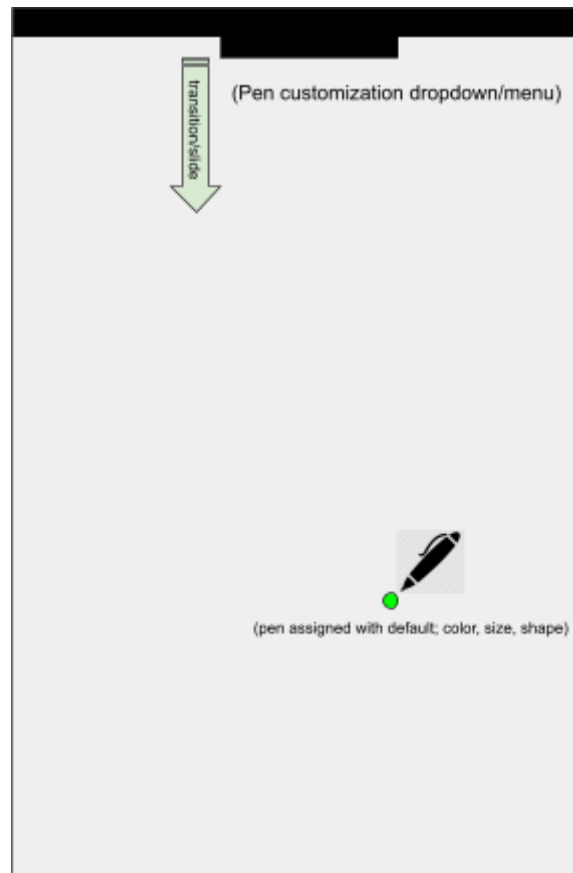
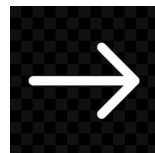
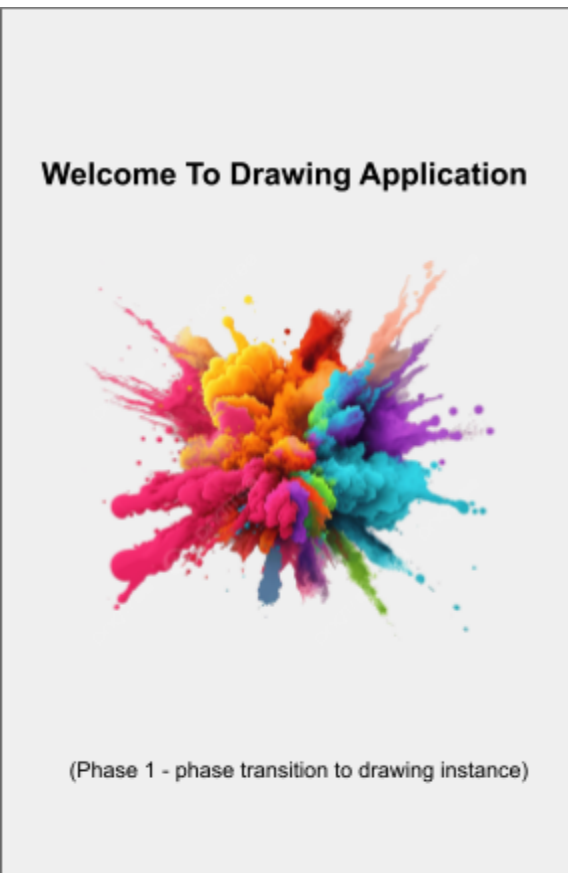


## Sketches:



### Tasks Breakdown:

1. Create project and add it to shared Github - Casey
2. UI designer - Paolo
3. Classes:
  - a. Pen class - Casey
    - i. Stores size, color, shape, and (x,y) coordinate variables
  - b. Canvas class - Paolo
    - i. Contains drawing data, reset function
  - c. ApplicationView - Nick
    - i. Buttons that send to other activities, pen customization
4. Animating splash screen - Nick
5. Set up basic versions of our main screens - Casey
  - a. Splash Screen that navigates to main activity
  - b. Main drawing screen
  - c. Pen customization screen
6. Implement basic drawing capabilities - Paolo
7. Set up drawing data to persist across screen rotation - Nick
8. Add the ability to clear/restart drawing - Casey
9. Allow for pen customization - Paolo
  - a. Color
  - b. Size
  - c. Shapes
10. Unit tests: - Paolo, Nick, Casey
  - a. Check that the color/size/shape picker returns the correct pen attributes
  - b. Test that image data is saved after multiple rotations
  - c. Test for a clear canvas after clearing the drawing
  - d. Test that the splash screen can navigate to the main drawing screen
  - e. Test that drawing/pen coordinates match user input
  - f. Test that each screen can be opened after each corresponding action