

Donut Drawing

Team **donut_time**

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Description

A layer-based web drawing program similar to paint.net or Photoshop. To draw, users will have several tools like a pencil, paintbrush, paint bucket, eraser, and more. Users may also save their work by either downloading it or saving it locally in a database that is connected to their account.

Components/Features

- Python/Flask/Jinja2
- Javascript
 - We will be using canvas instead of svg because we will not be utilizing the DOM when we create the drawing tools.
 - Tools: We will have the most basics features of a paint program and will add additional features later
 - Basic: Paintbrush, Pencil, Paint bucket, Erase, Shapes, Crop, Select, Saving
 - Additional: Layers, Filters, Blur/Smudge tool
- Bootstrap
 - Easy to use, has a variety of templates, and we are more experienced in Bootstrap
- SQL Database
 - Stores all “saved” images as blobs
 - Account system

Database Schema

Users

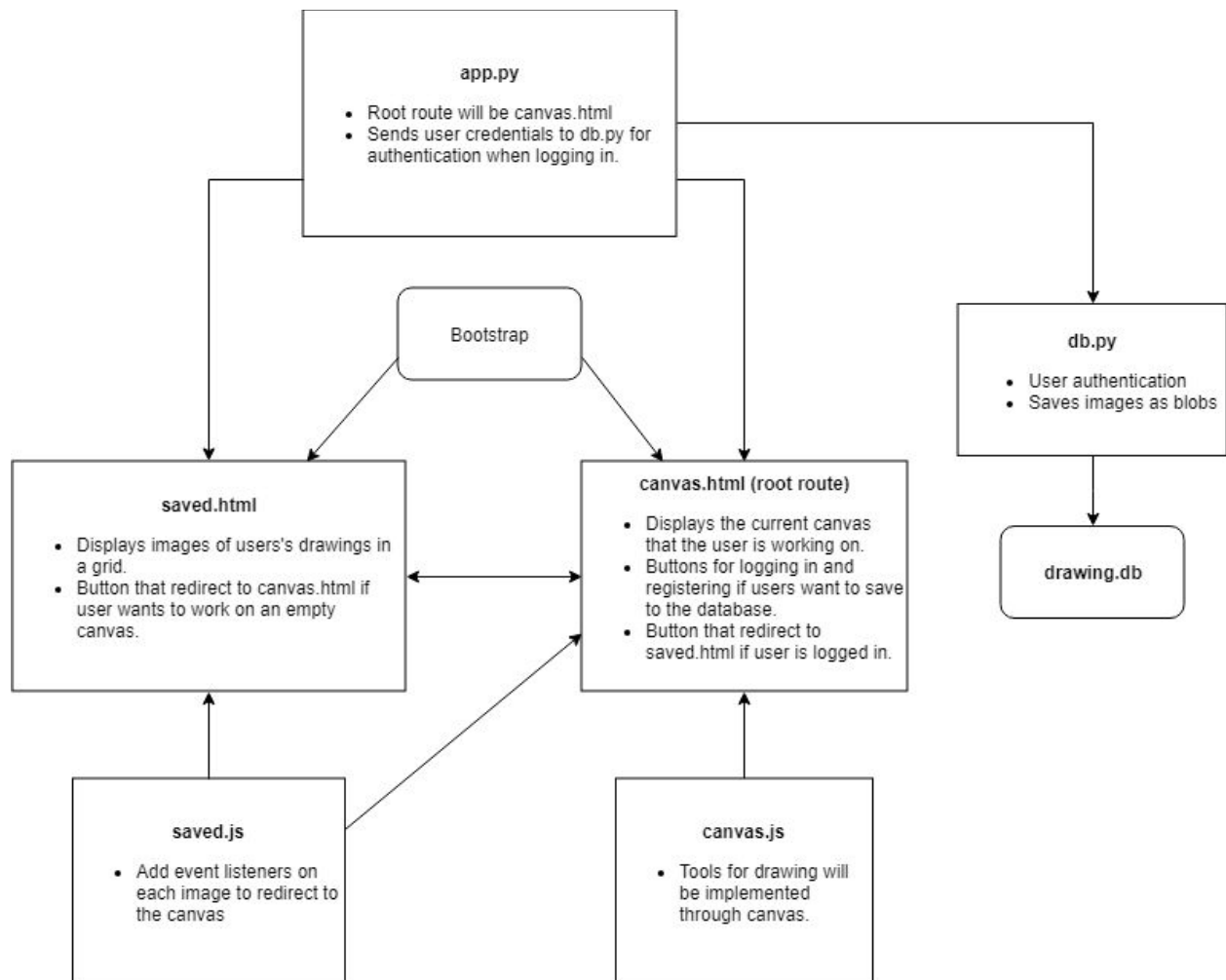
Username PRIMARY	Password
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Images

User	Name	Blob of image
the person who owns the image	name of the image	the image as a blob

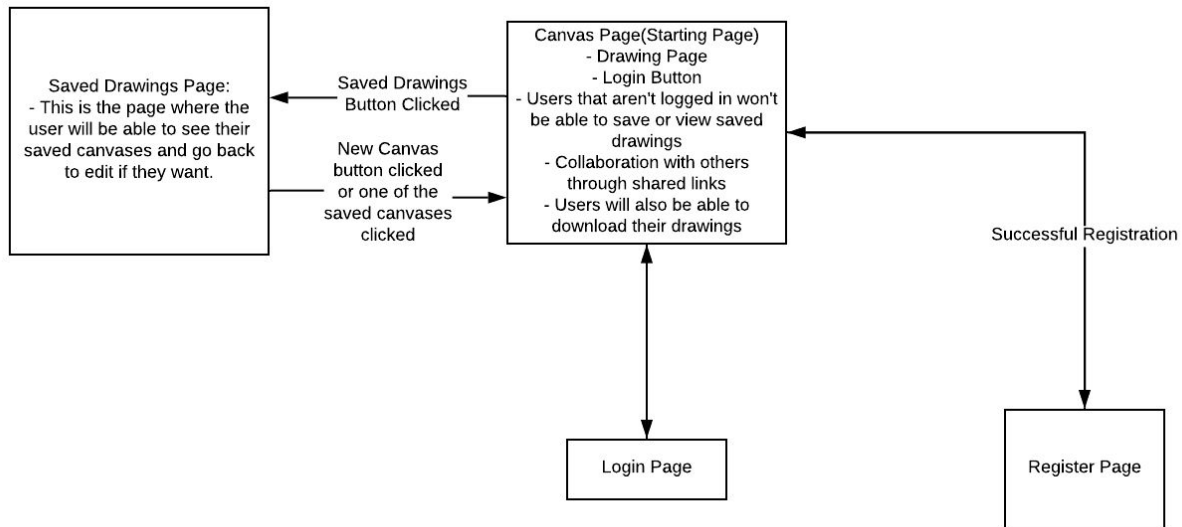
Donut Drawing

Component Map



Donut Drawing

Site Map



Task Assignment

Kenny Li (Project Manager): Facilitate communication, assist others by navigating, database

Johnson Li: Create basic drawing features of program

Jiayang Chen: Helping connect the JS and Python, assist with drawing tools

Dennis Chen: HTML pages, CSS styling, Python routing, assist with drawing tools

Timeline

05/10 F: feedback round for design doc

05/13 M: review feedback

05/14 T - 05/17 F: create drawing tools (paintbrush, pencil, paint bucket, erase, shapes, crop, select)

05/20 M - 05/21 T: create database and implement a way to download files locally or upload to database

05/22 W - 05/24 F: css styling (make it look real nice!!!)

05/27 M - 05/28 T: implement additional features (layers, filters, blur/smudge tool)

05/29 W - 05/31 F: bug fixes and finalization