

## Group Project Task Breakdown

Assigned to Matthew

Assigned to Mack

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### IN ORDER OF COMPLETION PRIORITY

#### Testing:

##### Drawing Tests:

- Drawing should change the state of the original page.
  - `assertTrue(initializedPage != drawnPage)`
- Editing a pre-existing page should change the state of the save

##### Color/Brush Size/Shape Selection Tests:

- Selecting a certain color should change the state of the pen
- Changing the brush size should affect line thickness
- Shape selection should allow for a new shape to be created.

##### Gallery tests:

- The number of saved pages should equal the number of gallery pages.
- Deleting a saved image should display one less saved image when opening the gallery.
- Changing the state of a gallery image should update when viewing the gallery.

##### Save/Delete/Share Tests:

- Adding N images should result in N saved images
- Deleting all existing images should result in no images
- Editing a pre-existing page and canceling rather than saving should not change the original page.
- Sharing an image sends the correct image data to the receiver. (May be tricky to test via Unit Tests)

## **Classes:**

### **Image Class:**

- Holds a single drawing
- Freely scaleable (while maintaining squareness)
- Maintains history of edits as class object

## **Layouts:**

### **Main Menu:**

- Buttons to access gallery, settings, canvas
- Images in background showing user photos

### **Drawing Canvas:**

- Includes the main window to draw on—fills most of the screen.
- Holds the 'Back' and 'Save' buttons
- Has a footer that holds the Brush Size/Color Selection/ Shape Selection options.

### **Reusable UI (color picker, size slider, shape):**

- Color Picker → Opens a window that allows for color selection.
  - Perhaps an imported library.
- Size Slider → Opens a small slider that lets the user increase and decrease the size of the brush.
- Shape selection → Opens a window which gives a selection of shapes to choose from.

### **Gallery:**

- Holds the saved images
- Allows editing images
- Selecting an image → Edit → Should open the Drawing Canvas
- Scollable window

### **Splash:**

- Group name
- Student names
- App name
- Fades out after X seconds

## Settings:

- Cloud Backup
- User account
- Syncing