INITIAL GOALS

NAME: **Alexander Bradley**

LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

Drag-and-drop components, grid layouts.

FUNCTIONAL ASPECTS:

You will be able to drag an “item” (which will be a circle) from a sidebar and drop it onto the main panel. This will be incorporated in the circuit game as a large part of it will include dragging an item from the side, and dropping it into a specific location. The sidebar will be used to organize different “items” once we incorporate it into the actual game.

ARCHICTECTURUAL ASPECTS:

The architecture will have the item initially appear in a sidebar using a grid bag layout. The sidebar will be capable of fitting any sized screen and take up a set portion of the screen.

**Planned Steps**

|  |
| --- |
| **New incremental feature of each step** |
|  |
| **1.Create a panel for the item to be dropped on** |
| **2.Create an item that will be used for the program(ball)** |
| **3.Make the item appear on the panel** |
| **4.Allow the item to be able to be dragged from its location** |
| **5.Allow the item to be able to be dropped to a new location** |
| **6.Make the item appear in a specific location on the panel** |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |