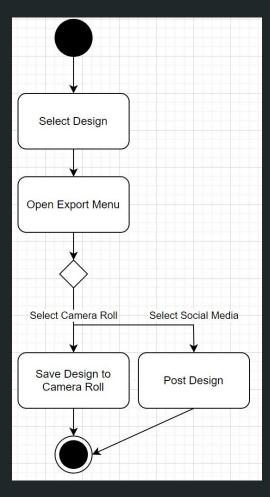
PixelArt

Jason Truskowski Danielle Rose

PixelArt

- Pixel Art Creator
- Users can create art by turning cells different colors
 - Color Wheel
 - Custom
- Save and Export art
 - Camera Roll
 - Social Media
- Firebase Implementation

Activity Diagram Exporting a Design



Use Case Diagram

Functional Requirements

Utilizing the Art Canvas

- The application shall allow the color of cells to be changed by touching them on the touch screen.
- The app shall allow the color being used to be changed freely.

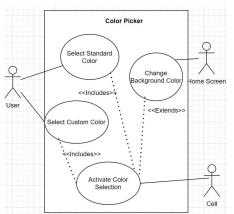
The User Interface

- The interface shall have an input for the user to numerically choose a custom color in RGB 24 bit hexadecimal.
- The background to the application shall change color to the color that the user has selected.

Non-Functional Requirements

The User Interface

• The application shall respond to touch inputs within 2 seconds.



Use Case Name: Select Custom Color	ID: 13	Importance Level: High
Primary Actor: User	Use Case Type: Detail, Essential	

Stakeholders and Interests:

• User - wants to change the color they will use to paint cells

Brief Description: This use case describes how the user selects a new color to use for drawing.

Trigger: User opens the color picker menu.

Type: External

Relationships:

- Association: User
- Include:
- Extend:
- Generalization:

Normal Flow of Events:

- 1. The User taps a button to open the color picker menu.
- The User selects a color by tapping an area on the color picker's RGB spectrum or typing in a hexadecimal color code.
- 3. The User taps the "Save" button to apply the change and return to the drawing screen.

Subflows:

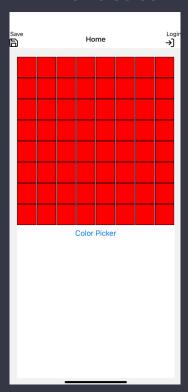
Alternate/Exceptional Flows:

3a. The User may tap the "Cancel" button at any time to return to the drawing screen, with the
color changing back to what it was before the color picker menu was opened.

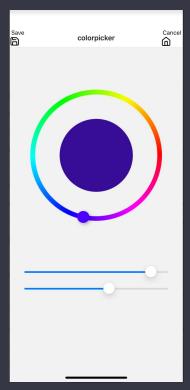
The App in Progress

The App in Progress

Home Screen



Color Picker



Upcoming Implementation

