Instructions:

- Cover 1 min short Introduction of yourself
- Camera should be on.
- Explain each line of code (Do not need to write code live but explanation should clear for each line of code)
- Add proper comments in code where needed
- Record video by zoom or any other platform
- Upload zoom video and code files on google drive
- Create a submission doc in which you will add links from drive and make sure you allow.
- View access "anyone with link"

Project Title:

Mini Photo Editor

Purpose:

To create a simple, browser-based photo editor using **only pure HTML**, **CSS**, **and JavaScript**. Users can choose an image, add text overlay, modify font styles, and apply basic image effects like blur and grayscale

Goals & Features:

Core Features:

- → Image Panel (Left Sidebar):
 - ◆ Displays 5 predefined images
 - ◆ Clicking an image loads it into the main editor canvas
- → Main Editor Area (Center):
 - ◆ Displays selected image
 - ◆ Allows adding editable textbox over the image
- **→** Text Controls (Right Panel):
 - ◆ Change font face
 - ◆ Change font size
 - ◆ Set **text alignment** (left, center, right)

→ Image Effects Section:

- ◆ Effects user can apply to the image:
 - Blur
 - Gray (Grayscale)
 - Inverted Colors
 - Image Overlay

→ Apply Button:

◆ Applies the chosen font settings and image effect to the selected image.

Functional Requirements:

ID	Requirement	Description
FR1	Image Selection	User can select an image from the side panel (5 options).
FR2	Image Rendering	Selected image appears in main canvas.
FR3	Text Overlay	User can add a textbox to the image, move it, and edit text.
FR4	Font Customization	User can change font-face, font-size, and alignment.
FR5	Apply Effects	Apply one or more image effects (blur, grayscale, etc.).
FR6	Reset/Replace	Selecting another image replaces the canvas content.

Technical Constraints:

- Must be implemented in pure HTML, CSS, and JavaScript.
- No external libraries (e.g., jQuery, Bootstrap, React).

Non-Functional Requirements:

- ➤ Must be responsive for different screen sizes (desktop, tablet).
- > Basic accessibility (keyboard navigable where applicable).
- ➤ Clean and minimal UI.

UI Overview:

→ Left: Image Thumbnails

→ Center: Main Canvas Area

→ Right: Font/Effects Control Panel

Assumptions:

- → No need to upload/download images (all images are predefined).
- → Only one image is edited at a time.
- → Text overlays are basic (no multi-font, color change, or drag).

Resources:

Figma Design Link