Team "Goofy"

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Goofy Canvas Painter

<https://github.com/shevitza/Goofy>

Application Structure

Engine.js   
- Loads the program  
- Handles variables  
 - Layers  
 - Settings  
 - Plugins  
- Handles Events  
- Dynamicly updates the page  
  
Global.js  
- All the ‘public’ variables that the plugins should use  
- All the ‘public’ methods that the plugins should be made with  
  
Plugins Folder:

// useless plugins  
- testPlugin: tools = [pen, clickCircle];   
- testRect: tools = [clickRect, dragRect];   
- testEraser: tools = [Eraser]; //It doesn’t erase

// plugin that creates charts   
- testChart: tools = [Chart] //Needs demonstration to explain

// plugin for art  
- Artistic Strokes Plugin:  
 tools = [ Round Brush, // imitates watercolor  
 Stroke Brush, // brush that changes it’s size  
 Smooth Pen, // pen tool, that uses Bezier curves  
 Pressure Brush ] // brush that changes it’s color as it paints. Very powerfull, but hard to use tool.

// plugin that picks a color from the canvas  
- Color Picker Plugin  
 tools = [colorPicker] // picks a color

// plugin that exsists only to cover the minimum requirements  
- SVG Plugin  
 tools = [SVG animatio] // a joke

// plugin to import images to the canvas  
- Image Plugin  
 tools = [Import Image] // imports image at x and y with width and height

// plugin for custum shapes  
- Shape Plugin  
 tools = [Shape Fill] // draws a path and fills it