Introduction to Programming II Project Log: Week 27-28

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Basic setup of html, first two drawing modes |
| **What progress have you made this topic?** | |
| Good progress. The very basics and structures are ready. Enough to draw and export an image. Some structural rework and the first menus in place. | |
| **What problems have you faced and were you able to solve them?** | |
| Learning how the template works. Adjusted toolbox and populate options. Made mousePressed/released/dragged/moved change based on drawing mode! Though this was a nice solution. | |
| **What are you planning to do over the next few weeks?** | |
| Still needed features:   * prototype drawing modes: all four ready(insert, drag, mirror, animate) * protype menu’s. Not pretty, but functional menu’s with the options I plan to implement * Create stroke and fill slide! * drag and drop order menu’s * Overview of vectors and vector sizes. Ability to choose currentVector. Make the vector go the right direction when drawing. * Rework toolbox and | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Still on target but getting the ready protype for testing is still needed shortly! Need to keep steady effort going forward. | |

Introduction to Programming II Project Log: Week 29-30

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Prototype |
| **What progress have you made this topic?** | |
| Struggling to implement all the things I wanted. Implemented features:   * prototype drawing modes: all four ready(insert, drag, mirror, animate) Not done * protype menu’s. Not pretty, but functional menu’s with the options I plan to implement Struggling with complex CSS. Some progress but slow * Create stroke and fill slide!  No problem! * drag and drop order menu’s Have not had the time * Overview of vectors and vector sizes. Ability of to choose currentVector. Make the vector go the right direction when drawing.  OK! Progress. Strarted making the CurrentSlide template * Rework toolbox and remove colorPalette  Done | |
| **What problems have you faced and were you able to solve them?** | |
| Creating HTML and CSS with code.. Solution: jQuery, P5.dom | |
| **What are you planning to do over the next few weeks?** | |
| Still needed features:   * prototype drawing modes: all four ready(insert, drag, mirror, animate) * drag and drop order menu’s * Overview of vectors and vector sizes. Ability to choose currentVector. Current slide | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Lagging a little behind. Prototype needed to be ready for testing shortly! Need to keep steady effort going forward. | |

Introduction to Programming II Project Log: Week 31-32

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Prototype Needed! |
| **What progress have you made this topic?** | |
| Things progress but entirely too slowly Implemented features:   * prototype drawing modes: all four ready(insert, drag, mirror, animate) Made insert, drag, and draw one single draw mode. You change the current vector with the current slide and can drag and move vertices by just going near. STILL NOT DONE * drag and drop order menu’s Menus are taking longer do design and implement than expected. Much because they have to keep up with each other. No longer think I can make the menus drag and drop. Will give them a button to change the order instead. Really time consuming to keep everything updated! * Overview of vectors and vector sizes. Ability to choose currentVector. Current slide   Good progress. Nearly done. Just needs to be coordinated with the order menu | |
| **What problems have you faced and were you able to solve them?** | |
| Much more advanced creation of HTML and CSS with code.. Solution: jQuery, eventhandling, P5.dom. p5.dom elements posed a great challenge! as they have a different than expected architecture under the hood. Learned of the p5.dom “elt” property. Had to incorporate different handlers then then default handlers in p5. | |
| **What are you planning to do over the next few weeks?** | |
| Still needed features:   * prototype drawing modes: * order menu’s with buttons * finish Current slide * prototype version | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Lagging a little behind. Prototype needed to be ready for testing shortly! Need to keep steady effort going forward. | |

Introduction to Programming II Project Log: Week 33-34

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Prototype Sent! And holiday! |
| **What progress have you made this topic?** | |
| Have to get feedback before it is too late! Sent of protypes with documentation and only one drawing mode.  Implemented features:   * prototype drawing modes: Only one mode done. Time is running out. I can make two more drawing modes. One with copying moving and mirroring. One with handwriting and a high number of points. * order menu’s with buttons nearly done -prototype version made * finish Current slide Done! * prototype version A not completely satisfactory prototype version made and sent out to be reviewed | |
| **What problems have you faced and were you able to solve them?** | |
| Bugs in the advanced order menu. Solution: Working through and keeping everything updated. Reviewing documentation. Working hard.  Bugs in the advanced drawing system. Solution: Incorporating mouseMoved, mouseDragged, mouseReleased and mousePressed and selectedTool.draw together through boolean values. You can mouseover and grab, draw, drag and draw and have a nice overview of what you are about to draw on screen! | |
| **What are you planning to do over the next few weeks?** | |
| Still needed features:   * respond to feedback: * two more drawing modes * fix last issues with order menu | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Lagging behind. Prototype out!  Less time due to Holiday. Have had to cut features and simplify the project next week. | |

Introduction to Programming II Project Log: Week 35-36

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Feedback and cutting the project back. |
| **What progress have you made this topic?** | |
| Implemented features:   * respond to feedback: Feedback was relatively harsh on the prototype. It did not read well, and was unituitive. Made color coding and added title elements to a lot of elements buttons and sections for clarity. * Items above your current drawing are shown as transparent in regular draw mode   A nice little addition that was easy to implement.   * two more drawing modes I have to realize that making two more drawing modes at this point is not possible! But I cannot have only the one. Will make a handwriting mode. * fix last issues with order menu Yes, Finally!!! | |
| **What problems have you faced and were you able to solve them?** | |
| My lack of experience in the field is showing. Everything takes more time than I expect. I can make anything work, just not fast enough. Solution: Cuts! Cut to two draw modes. There are a ton of menu elements I also have to cut: Different save modes and exports. Settings slide. Background options! ;( ;( | |
| **What are you planning to do over the next few weeks?** | |
| Still needed features:   * Use the last time to make the program more readable/intuitive * Make what you have useable * Implement last drawing mode | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Lagging behind as usual. Last fixes. Lets try and make the program as usable as possible!! | |

Introduction to Programming II Project Log: Week 37

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| **Project title:** | The Amazing P5 polygon drawing app |
| **Topic:** | Let’s try and make the program as usable as possible!! |
| **What progress have you made this topic?** | |
| Implemented features:   * Use the last time to make the program more readable/intuitive Make index page contain drawing examples. * Make what you have useable Bug fixes * Implement last drawing mode Handwrite mode * Finish documentation | |
| **What problems have you faced and were you able to solve them?** | |
| Enough time. Solution: smaller initial project. | |
| **What are you planning to do over the next few weeks?** | |
| DONE | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| DONE | |