

## EasyAnimator Model

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The gist:

A canvas is a structure (model) that stores shape information during an animation. It keeps track of the start/end/current time and has a list of all shapes that are involved in the animation.

Shapes are anything that can be displayed on a canvas. Shapes have "patterns" that will tell the shape how to update its different attributes over time. Shapes are created with default patterns or with patterns provided in a constructor.

Patterns are objects that can be applied to shapes that store and/or calculate a given attribute for a provided time.

Patterns are convenient and portable ways to ensure that every shape is always able to return its position, color, visibility, and size for any given time. Because patterns are separate from shapes, patterns can have vastly different implementations from one another, they can be reused between shapes, and they each only responsible for one aspect of the shape.

