

Members:

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For our final project, we want to implement an editor GUI for keyframing and animations.

Although we're not sure exactly how much we can get done, the plan right now is to implement how many of these features that we can:

- Timeline at the bottom for the animation
- Keyframe list on the side that shows keyframes in order
- Implementing keys to update, delete, or set the current position to a keyframe
- Showing ticks on the timeline for each keyframe
- Showing a scrubber on the timeline during playback that shows where in the animation it currently is

Here is a rough mockup of what this may look like:

