

CS 2063 Mobile Application Development
Etchpad Application Readme – Group 12
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Overview

Etchpad is a sketching application based on the etch-a-sketch. The app allows users to draw in multiple colors and sizes on a canvas. These drawings can be saved and reloaded or exported as JPG's to the device's gallery. The color selection may be customized and various settings can be adjusted for customization. **Most details can be found in the help menu!**

Requirements:

Min SDK: 26

Max SDK: 29

Tested on a LG G5 (sdk 28), Samsung Galaxy S10 (sdk 29) and a Samsung Galaxy S4 running Lineage OS (sdk 29).

Device to device required Bluetooth (BLE) capabilities and as such DOES NOT WORK ON AN EMULATOR.

Limitations:

Though many adjustments were made to assist in stability, device to device connectivity may not work for all devices. There are a lot of edge cases and so some were definitely missed. If connecting two devices does not work, try switching which is hosting and which is joining. It may take a few moments for the devices to connect.

Additionally, there was not enough time to implement a proper file chooser into the app, so JSON save and load files are in the application directory. The save and load dialogs do not require the extension.

Please read the help menu as it may clear up some “is this intended / how do I...” questions. The code has a lot of Javadocs so if needed you can navigate the code. We used a MVVM model for this app. Also note that there is a small timeout on shaking the device, so if it won't undo wait a second before shaking again. This was inconsistent across devices after a lot of adjustments.

Have Fun!