Readme for DoodleIt

A paint app for iOS users.

1.1. Features

1.1.1. User can draw on the screen with their fingers.
1.1.2. User can select a color to draw from color picker.
1.1.3. By default, the selected paint color is black, but user can choose a different color which will be shown in recent color pallet.
1.1.4. User can use eraser to erase the drawing.
1.1.5. User can clear the whole drawing canvas.
1.1.6. Users can also use the undo button to undo their last move.
1.1.7. User can also select the brush thickness and eraser thickness as per their need.
1.1.8. After drawing user can save the drawing. The drawn file will be saved and can be viewed on the dashboard (Home page of the app)
1.1.9. User can select the saved drawing from the dashboard and edit it. The saved drawing will be loaded on the drawing canvas once they select it.
1.1.10. User also have the feature to share their drawing as an image, send it as a message, or download it as an image to their photos gallery etc.
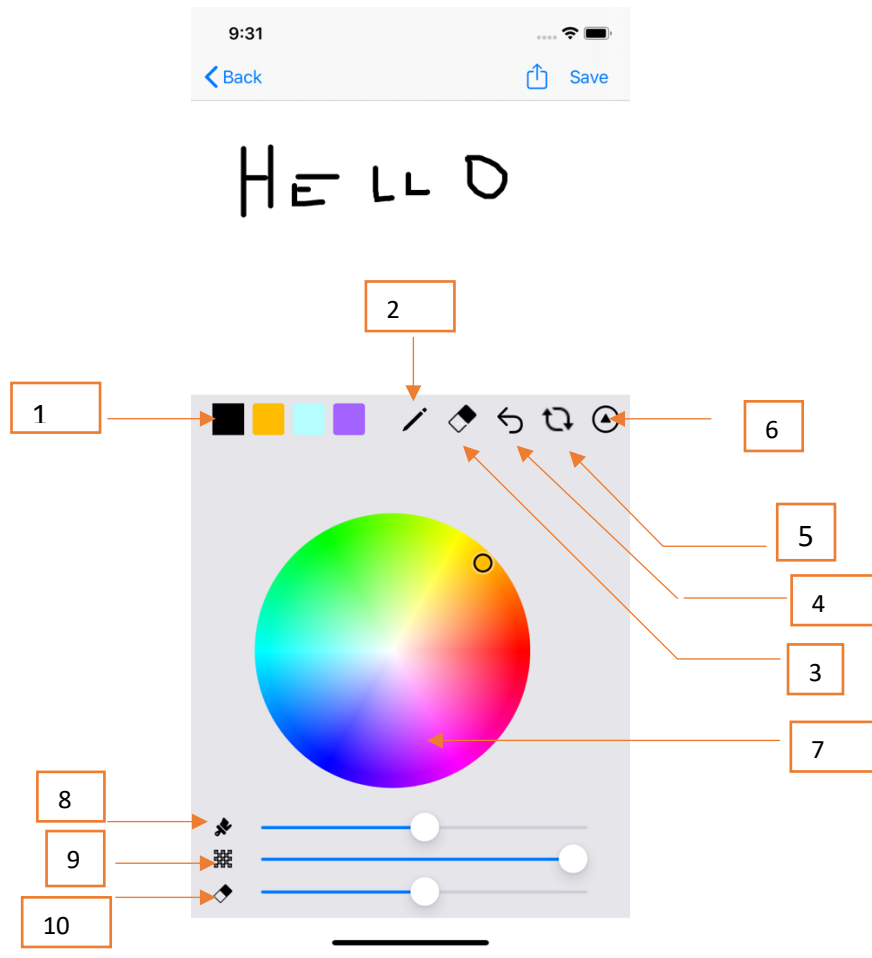
1.2. App Screens

Click here to create new
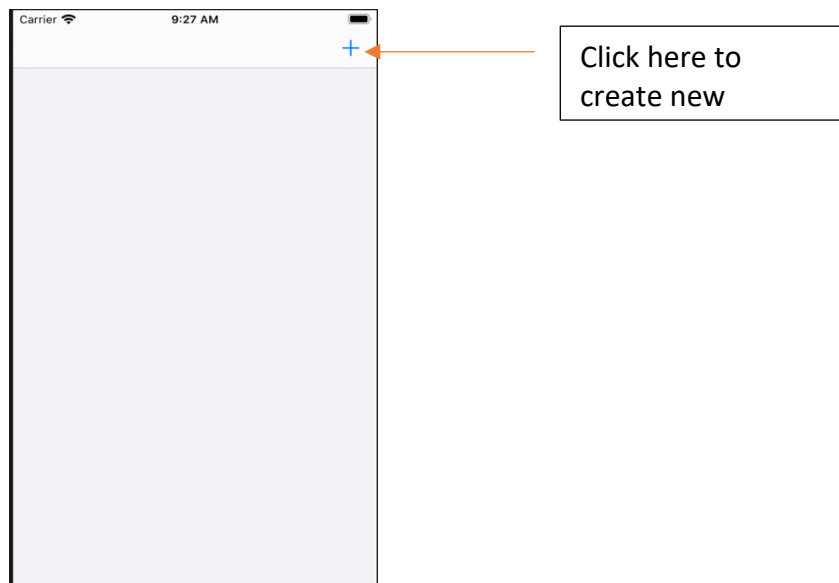
Initial Screen

Initial drawing canvas screen

HELLO

User can start drawing. Default color selected is black.

HELLO

Options menu

1. Recent color pallet
2. Select this to draw on screen.
3. Select this to erase the drawing.
4. Select this to undo move.
5. Select this to clear the drawing canvas.
6. Select this to show or hide the options menu.
7. Color Picker. Select any color and it will update the recent color pallet.
8. Select this to change the thickness of the brush for drawing.
9. Select this to change the opacity of the brush.
10. Select this to change the thickness of the eraser.
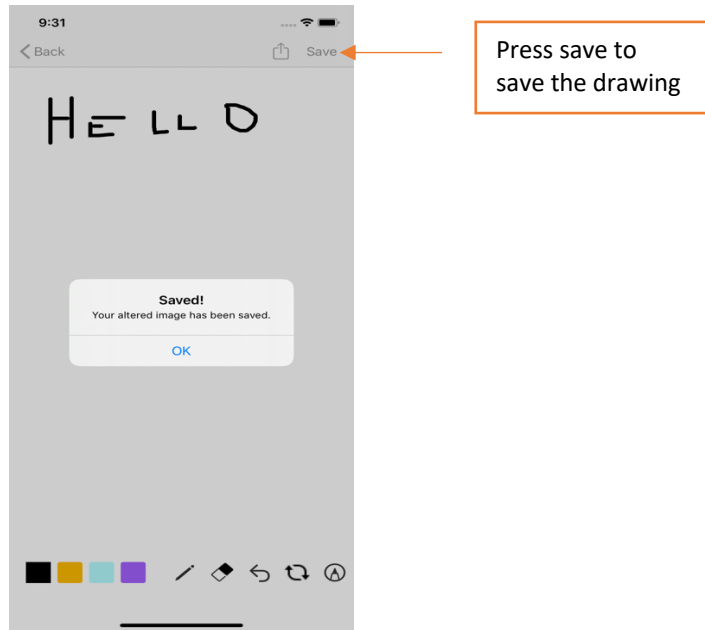
Press save to
save the drawing
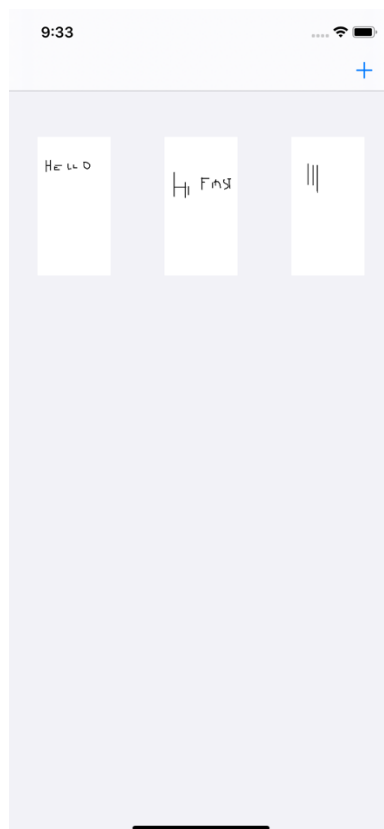
Saved drawings shown in the collection view.
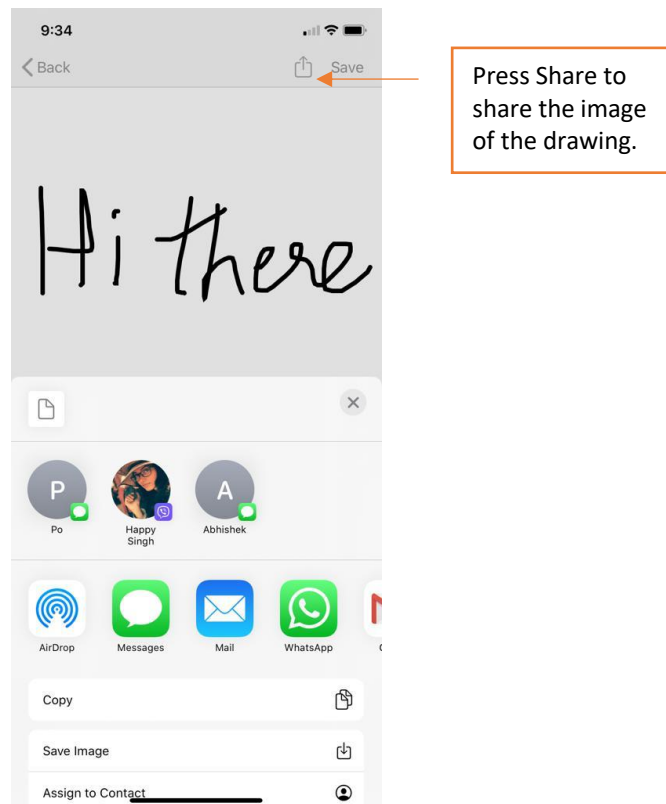
Press Share to share the image of the drawing.

1.3. **Future Enhancements**

Features that can be added to improve these:

- Implement delete feature: user should be able to delete the saved image.
- Use core data to store the drawing by the user.
- Allow users to back up their app data in iCloud.
- Better organization of the saved drawings in the Home screen.
- Saving recent color pallet so that user can re-use it.
- Give user an alert on pressing back button such that they have an option to save their drawing.

1.4. **Third-Party Library used**

I have used a third-party library to show the color picker view. Color picker view feature is available now in iOS 14. However, to implement the feature in older version of iOS I had to use a third-party library.

1.5. **Points to clarify**

I have used User defaults to save the drawing drawn by user. However, due to crunch of time and scope of the app I have used userDefaults only to show that drawings can be saved. For real scenarios UserDefaults are to be used for storing very small data. I would not store drawings in userDefaults instead use core data or SQLite etc. to store them.