

# new project

SHAPES

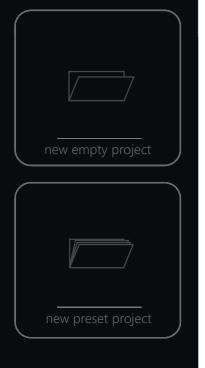


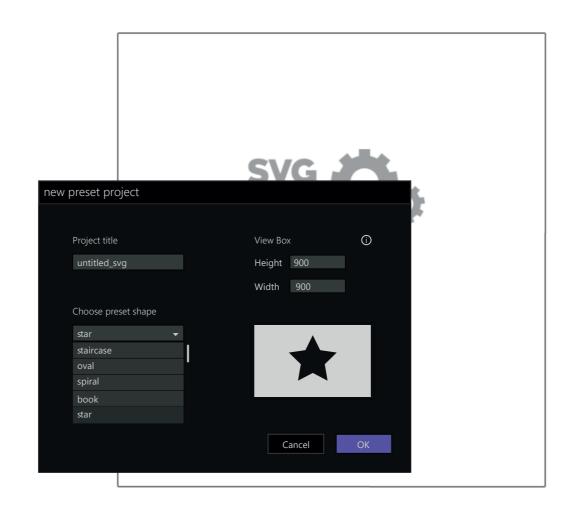




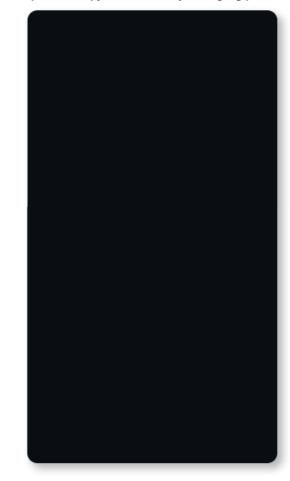












### New Project Menu

### New Empty Project

This option will create a new project.
The new project will not have any SVGs.
Upon click the user will view a modal.
Using the modal, the user will be able to name the project or leave it untitled.
The user will be able to set the initial L x W Dimensions of the view box.

## New Preset Project

This option will create a new project.
Upon clicking the user will view a modal.
The modal will provide the user with
various preset svg shapes to start with.
Using the modal, the user will be able to
name the project or leave it untitled.
The user will be able to set the initial
L x W Dimensions of the view box.

\*Performing any of the above actions will overwrite whatever was being worked on. So there should be an indicator if work is unsaved/saved.



# new project

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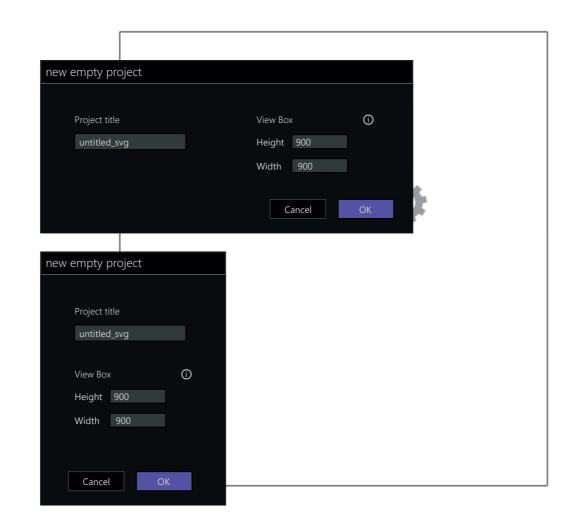




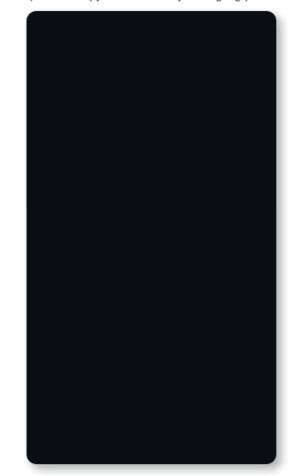












## Save / Export Menu

## Quicksave

The user will be able to quickly save their current project by clicking this once. This option will be available if the project already exists in localstorage or DB. This is a one click button. No modal. Ideally, there would be some way of notifying the user that work is unsaved.

## Save Project

This option will allow the user to save their project within their browser locally. Or if the user has logged in with github oauth, the user can save their project to a noSQL DB.

## Sync Projects

This option will let the user update their collection in DB with local projects. A prompt will appear asking the user to verify this action.

## Export as

This option will let the user download the current project as a file (.svg or .txt). Project code is likely to just be exported as a .txt file for now. Directly interacting with a user's file system could also be a potential security risk so this may need more thought.

\*Note: Localstorage has a size limit of 10mb in browsers Google Chrome, Firefox, Opera and Internet Explorer.



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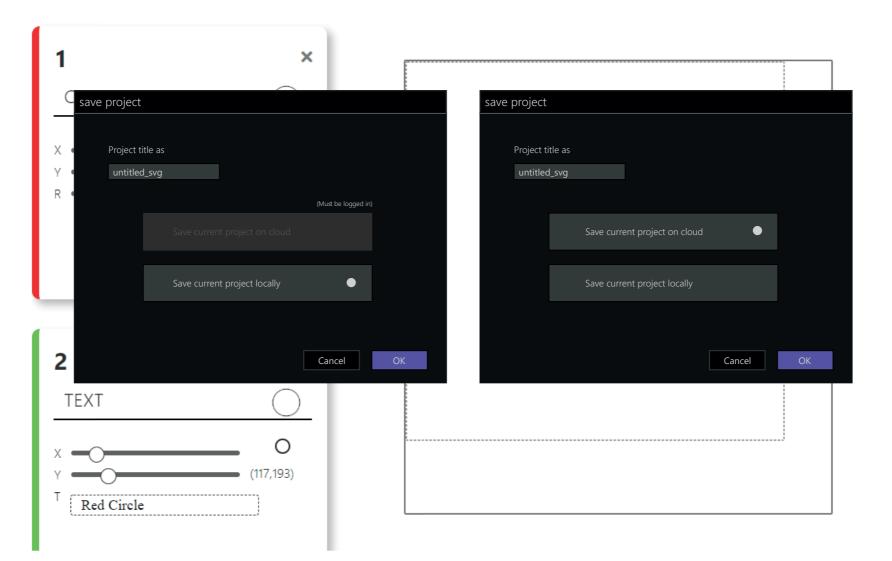
 $\overline{\mathbf{A}}$ 

## save/export









#### CODE

```
<circle cx="150" cy="123" r="39"/>
<text x="117" y="193" >Red
Circle</text>
```



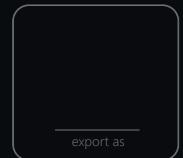
 $\triangle$ 

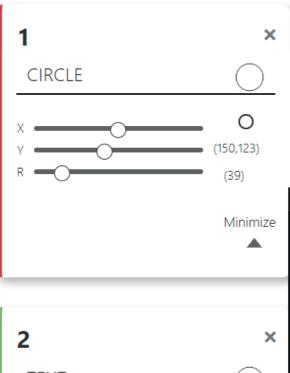
 $\overline{\mathbf{A}}$ 

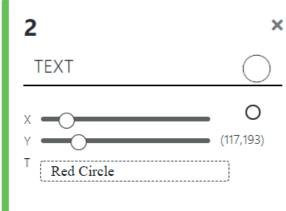
# save/export

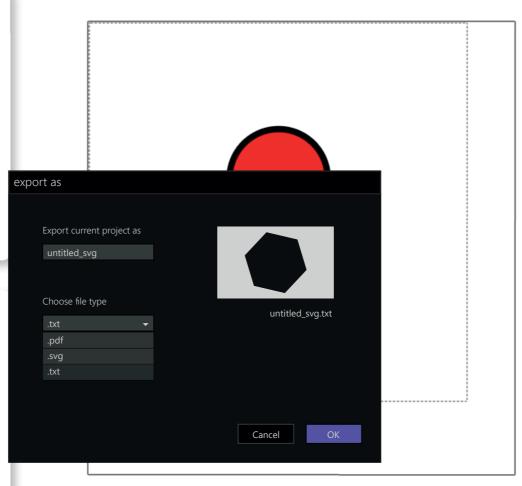












#### CODE

```
<circle cx="150" cy="123" r="39"/>
<text x="117" y="193" >Red
Circle</text>
```



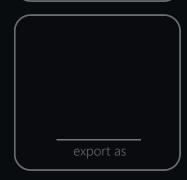
 $\triangle$ 

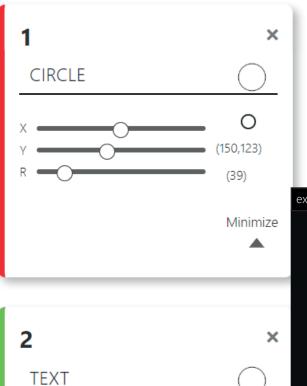
 $\overline{\mathbf{A}}$ 

## save/export

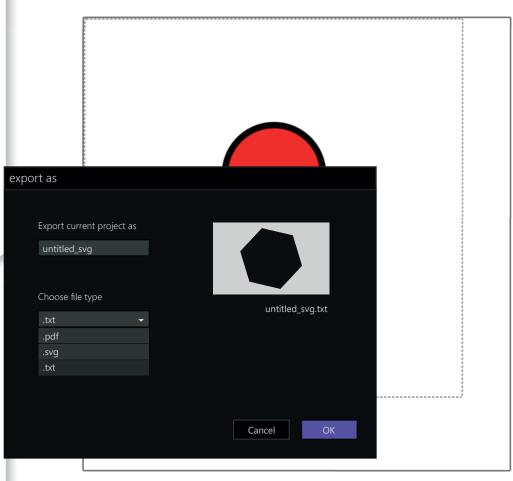








Red Circle



#### CODE

```
<circle cx="150" cy="123" r="39"/>
<text x="117" y="193" >Red
Circle</text>
```



<u></u>

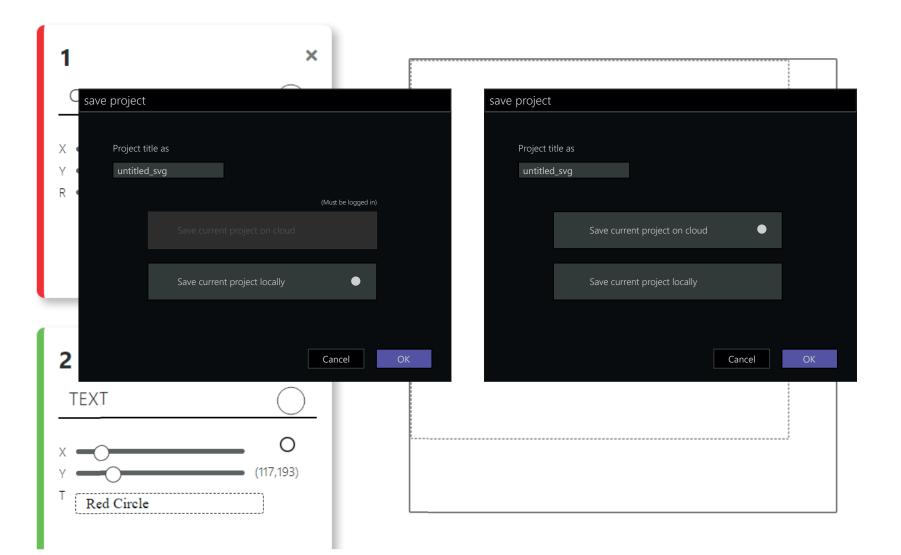
 $\overline{\mathbf{A}}$ 

## save/export









#### CODE

```
<circle cx="150" cy="123" r="39"/>
<text x="117" y="193" > Red
Circle</text>
```



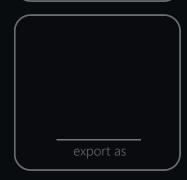
 $\triangle$ 

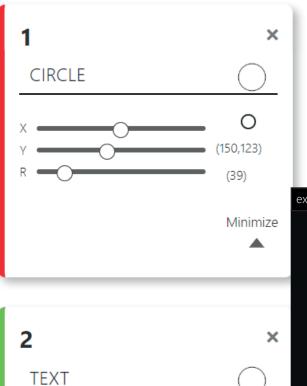
 $\overline{\mathbf{A}}$ 

## save/export

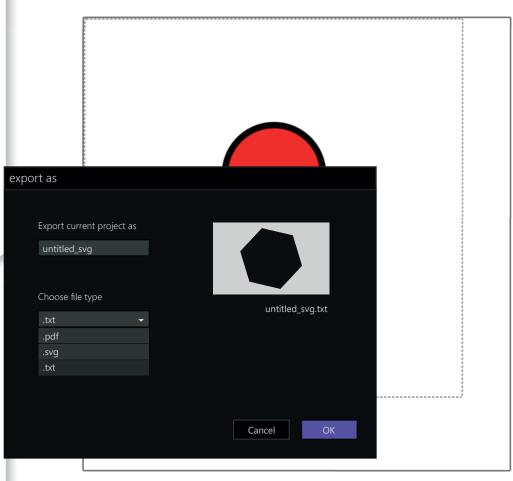






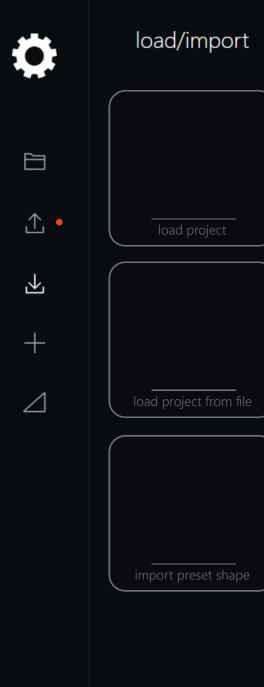


Red Circle

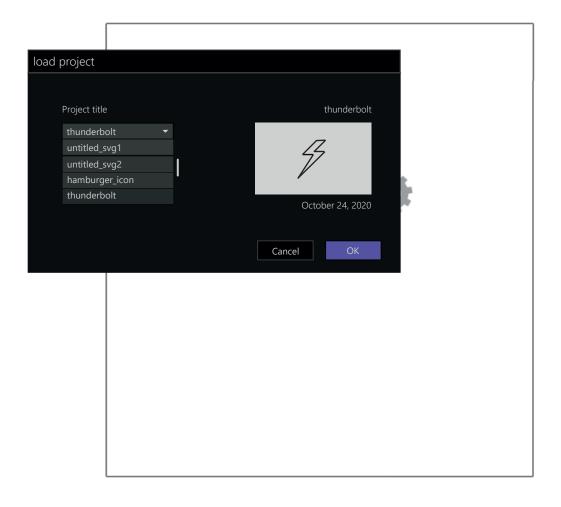


#### CODE

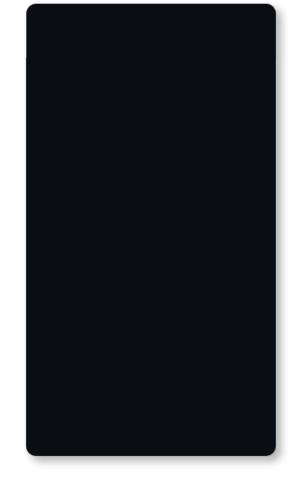
```
<circle cx="150" cy="123" r="39"/>
<text x="117" y="193" >Red
Circle</text>
```

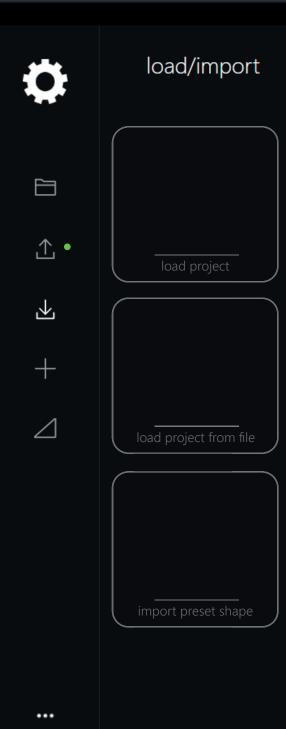


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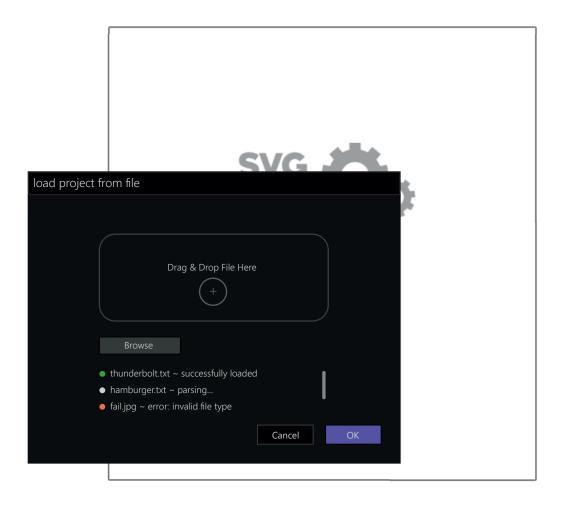


CODE

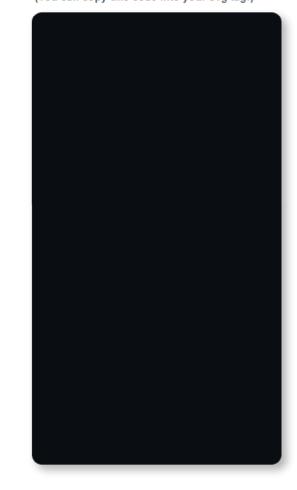




**SHAPES** 



CODE



### Load / Import Menu

### Load Project

Clicking this menu option will bring up a modal for the user. This modal will allow the user to choose a previously saved project to work on. The user will be able to choose from local projects as well as from projects previously saved into noSQL database. This will overwrite the current project so the user needs to save their changes if they don't want to lose data.

## Load Project From File

This option will let the user load a project from a previously saved .txt file. The app will attempt to parse and render the code written in this .txt file.

## Import Preset Shape

This option will allow the user to import preset shapes into their project. A modal will appear and the user will be able to choose from several prebuilt shapes.

\*Note: Will need error handling in case the .txt files a user attempts to import contains improper code

#### Transform Menu

#### Translate

This option will allow a user to reposition multiple shapes on the viewbox at once without changing their positions relative to each other. This is especially useful for repositioning the entire SVG. A modal will appear prompting the user to select the shapes to be translated.

### Scale

This option will allow a user to resize multiple shapes on the viewbox at once without changing skewing their initial proportions. A modal will appear prompting the user to select the shapes to be proportionally resized.

\*Note: Selecting each shape to transform on projects of a large size could be unwieldy. If such is the case then limiting these actions to only transforming the entire SVG on the viewbox may be all that can be done for the time being



# . .

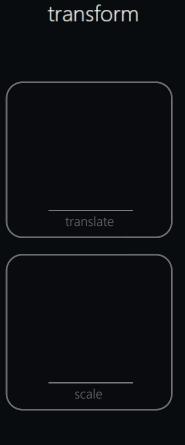


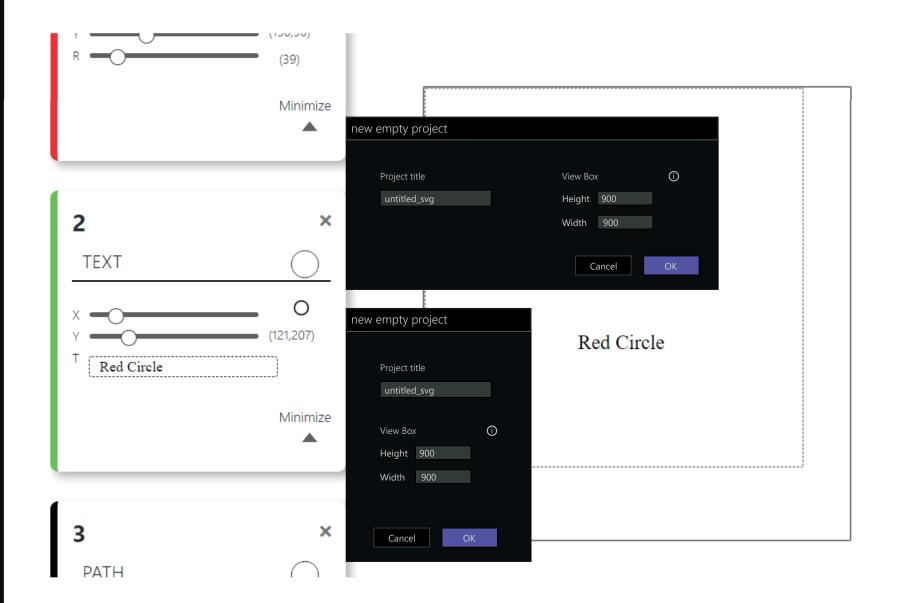










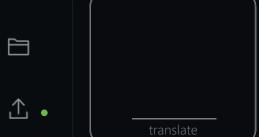


#### CODE

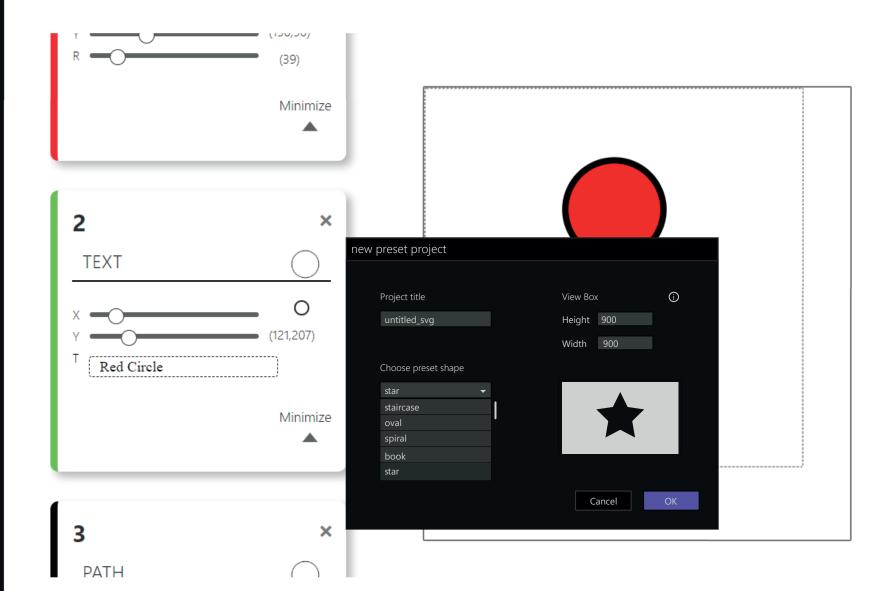
```
<circle cx="150" cy="96" r="39"/>
<text x="121" y="207" >Red
Circle</text>
<path d=" M112 152 L200 100 Z"/>
```



## transform







#### CODE

```
<circle cx="150" cy="96" r="39"/>
<text x="121" y="207" >Red
Circle</text>
<path d=" M112 152 L200 100 Z"/>
```

