Paint

CSC 335: Paint Specs

Overview:

The application in development is a basic drawing tool, reminiscent of simple programs like Microsoft Paint. This software allows users to create, modify, and save visual artwork using standard graphical elements and basic image manipulation tools.

Minimum requirements:

Canvas:

The central feature of the application is a blank space or 'canvas' where the user can draw or insert shapes/images. The canvas starts with a default size, but users must have the option to adjust its dimensions based on their preferences.

Drawing Tools:

Provide basic drawing tools, including at least a brush for freehand drawing, a brush, an eraser, and tools for drawing straight lines, curves, rectangles, and circles.

Users should be able to select different brush sizes and color palettes for their tools (at least 3 brush sizes, and 6 colors to pick from).

Implement a fill tool to fill in shapes or enclosed spaces.

Implement a rectangular select tool, which would allow the user to select and move or delete an area(similar to Paint).

Undo/Redo Functionality:

Implement undo and redo buttons to reverse or reapply actions. This will require maintaining a history of user actions/states. Keyboard shortcuts (eg. Ctrl + Z) should work.

Save/Export Options:

Users need to be able to save their current project to continue later. Users should be able to load existing projects.

WOW Factor:

Text tool, allowing the user to add text to the image.

Exporting the drawing to a standard format (PNG/JPG).

Anything else that would require you to go beyond what's taught in class.