

Next Steps Pseudocode:

Enable Trashcan/Clear Button:

- Tie Font Awesome trash button in HTML file with a clear function that we create in sketch
- In sketch file, create a clear function that you can call in HTML file
 - When the trash can button is clicked (mousePressed?), clear/restart entire canvas

Connect Shapes Using a Line:

- Locate the shape itself. How do I call the new shapes being made?
- Once I find how to identify the new shapes, I can add a doubleClick function to that shape so that it can detect that the click function has been initialized
- Once initialized, it turns on the boolean
- Stops the shape from moving
- Once that happens, it can draw a line from first shape to next shape

Start Connecting to the Backend Code:

- Find how to identify the new shapes we connected
- Program all the different possible states
- Once we have connected them, tie to specific state

Tie backend code to the mechanics:

- Give each state the necessary properties