Introduction to Programming II Project Log

Project title:	My Drawing App (Progress Log 1)
Topic:	Extending the Apps

What progress have you made this topic?

Since the midterm, I've added the Scissors extension to my project and finalized my constructor functions for all of my extensions. I will likely not be using the Scissors extension in my final project.

What problems have you faced and were you able to solve them?

I had a broken editable shape tool during my mid-term submission. I was finding it difficult to program the Edit Mode/Add Vertices states into the object-oriented architecture of my project. I had a bug which would not allow me to enter edit mode sometimes and another that would keep adding to the shape after pressing finish shape. I refactored my code to sort my bugs, and wrote a mousePressedOnCanvas function to make sure clicks only registered in the div with id #content.

What are you planning to do over the next few weeks?

I plan to add modularity to all my extensions in the form of sliders. A few to change the size of the tool I'm working with, some to change the spread and speed of my spray can function.

Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?

I am on target and will have some time to test my app.

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Project title:	My Drawing App (Progress Log 2)
Topic:	Callbacks and Asynchronous Functions

What progress have you made this topic?

I finalized my sliders to vary the tool functionality and added some basic style to them. I removed the scissors tool as it doesn't suit my use for the app. I used breakpoints in my Javascript console to remove bugs in my spray can tool function. I used the document.getElementById method to extract a value from my sliders, created for each individual tool by it's populate options function, to use as a style variable in the tool's draw function.

What problems have you faced and were you able to solve them?

I had a bug with my spray can tool, which grew the points of the spray unexpectedly. I used the breakpoint method in the js console to locate where the bug was located. Turns out I had applied a value from the tool's slider to a for loop incorrectly. I adjusted this, and now it works perfectly.

What are you planning to do over the next few weeks?

I plan to add some ambient music to my app, with a button to play and pause, and finish up my styling. After that, I'd like to run some user tests of the app with my friends and make any tweaks I need to.

Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?

I am indeed on target.

Introduction to Programming II Project Log

Project title:	My Drawing App (Progress Log 3)
Topic:	Testing for Stability

What progress have you made this topic?

I added my music and applied some styles to my sliders and button elements. I tested my application with friends and found some settings to change. I will be implementing those next week. I've added comments for readability and for the graders ease of navigation.

What problems have you faced and were you able to solve them?

No problems this week. Mainly some basic styles.

What are you planning to do over the next few weeks?

According to my plan, I still have to finish the UI changes. I'll also be implementing changes based on the results from my user tests.

Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?

I am on target. Although, I feel a little time crunched at the moment.

Introduction to Programming II Project Log

Project title:	My Drawing App (Progress Log 4)
Topic:	Usability Testing

What progress have you made this topic?

I made changes to some of my functions. Some edits to the ranges of my sliders to make my tool customization feel better. For instance, the spray can speed needed to increase as it grew, so I added a speed slider for it. This increases the number of points drawn per frame. My rect tool uses the dist function to draw from point of origin to a second point when mouse is let go. It's quite a nice set of tools for creating some abstract art doodles. I changed the music track to one I prefer a little more.

What problems have you faced and were you able to solve them?

Based on users that tested the app, their mouse would let go of vertices they were dragging if they moved it too quickly. That was due to the dist function measuring a value of < 25. I changed it to < 35 and received a better response from the users. I just received feedback from my midterm and it was a bit to go off of. I prioritized clearing any bugs and polishing the experience I created to make sure I go by the grading rubric, and foregoed the UI changes I had planned to make.

What are you planning to do over the next few weeks?

This is the last week. I'll make sure everything is in order and fingers crossed.

Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?

Yes.