# Project Outline

I chose to extend onto the drawing app template. The extensions I chose to build onto the template were:

1. Implementing a stamp tool (given) and modifying it
2. Implementing the scissors tool (given)
3. Implementing tool modifiers i.e., sliders and input fields to adjust size and spacing
4. Implementing undoing and redoing tool stroke
5. Implementing Shift key mode
6. Implementing double colour palette (stroke and fill colour segregation)
7. Implementing a universal mirror ruler

## Coding techniques (general)

I would make use of the console.log() method to ensure blocks of code were being run in the right order, e.g. when a complicated if-block had become harder to track, seeing ‘Mouse released’ in the console would quickly tell me if the draw() method was accessing an unintended part of the if-block.

I created a global function checkWithinCanvas() to ensure the tool strokes are registered only when the mouse is within the canvas. Without checking if the mouse is within the canvas, the tool would paint onto the canvas when the user is trying to click on the tool options (e.g. size sliders) at the bottom of the UI.