# Project Outline

I chose to extend onto the drawing app template.

## General practices

I found calling console.log() helpful in debugging.

Some code could be copy pasted or adapted into classes for reuse across different objects.

## Implementing a stamp tool

I neglected the frequency control from the video and opted for a fixed spacing slider instead, which was easy to implement. Designing the alternate Shift-key mode for this tool was complex however.

## Implementing the scissors tool (given)

They probably want me to write more about the given ones

## Implementing tool modifiers

I worked HTML into my Javascript code to create tool modifiers, such as sliders and input fields for controlling the size of the stroke to a certain extent.

Most implementations of the standard size modifier simply required me to set the p5js strokeWeight() to the object’s size property. The spray can tool and stamp tool however required more complex design.

## Implementing undoing and redoing tool stroke

Although the implementation of a stack is simple to me, my lack of understanding of the pixels system array hampered my progress. Discovering new functions related to p5.js Color got me a working result.

## Implementing shift key mode

Users can hold down the shift key to toggle an alternative draw mode for all tools. This took the longest to design the algorithm for, as seen in the object method renderAlternate().

## Implementing double colour palette (stroke and fill colour segregation)

?

## Implementing universal mirror ruler

?

## Implementing eraser

?

# Progress

I started off with brainstorming and penning down essential features for my drawing app:

Text

Description automatically generated