Impulso: to-do list

1. Hotspot/button to display saved showrooms in a transparent panel; showrooms will be in the form of a thumbnail image with the name below it
   * Research pop/up transparent panel (Anny)
   * Save thumbnail image onto server
   * Save path/file name in showroom table
   * Path/File name added to showroom table (done)
2. Refactor code (Front-end) (Vinny & Braniel)
   * clean up code (see airbnb js standards)
   * make more object oriented
   * explore react/react native solutions as we proceed in class
3. Refactor code (Back-end) (Frank & Braniel)
   * Convert ORM to Sequelize (Project 3 requirement?)
4. Clear Canvas Button (Done)
   * Preserve what is designed so far if user goes to About/Contact pages
5. Download HD High Res canvas image (Vinny & Braniel)
   * Create a separate, hidden canvas, populate with high res images and download
6. Handle saved showrooms saved in different sized canvas from the current canvas the showroom is being loaded into (VInny & Frank?)
7. Add Anny to About page (Done)
8. Header animation – do we like it?
   * Only animate once? (can become annoying going up and down all the time)   
     Will eliminate as header has changed.
9. Implement “to-scale” mode where rooms have objects scaled according to room dimensions. (Frank)
   * Objects will not be resize-able, unless they actually come in different sizes (artwork)
   * Zoom feature for smaller rooms
   * Yes…we have different room scenarios to handle this (Canvas table)
   * Identify objects enabled with different room scenarios (Canvas\_objects)
10. When adding artwork, newest artwork should be on top of older artwork (but not on top of furniture) (Done)
11. Make contact form functional (send email to group when submitted) (Braniel)
12. Forgot password module (Braniel)
13. Ensure user sessions are handled securely (password should always be protected, never sent across none secure line or accessible via inspect code) (Braniel)
14. Inspirations page – Our showrooms displayed for inspirational purposes (Ivonne)
    * Should we allow users to load these inspirational showrooms to their canvas? No.
    * We will also disable saving images from canvas (other than thru our save button) (Vinny & Ivonne)
15. Enable User additions (Vinny & Anny)
16. More furniture, textures, floors, etc. (Ivonne & Frank)
17. Marketing (Ivonne & Frank)

Idea to improve image quality on canvas and to conserve browser memory usage

**Memory usage conservation (Frank)**

Currently we are loading full size images and resizing to thumbnails to display in our panels. This is taking up an enormous amount of unnecessary memory and will only get worse as we add more objects to our panels

FIX:

* Create thumbnails of all object images and store on server
* Add file path/names to objects table.
* These thumbnail images will be loaded into panel and will take up much less memory

**Canvas Image quality reduction after resize (Vinny & Frank)**

Currently we are relying on jcanvas to resize and display our object images. At first, they look good (for the most part, unless in the case when we are upscaling a smaller image to fit the canvas), but once we start resizing objects, they lose their resolution/quality.

FIX:

* Frank had mentioned JIMP NPM package as an option to resize images on the backend. Assuming it, or another package, will do a better job at resizing:
  + When showroom is loaded or objects are added to the canvas, we send the object\_id, desired\_widht, desired\_height to the backend, have the backend send us the resized image for the FE to use
  + When the user interacts with the canvas, we don’t want to be constantly making requests to the BE to resize images, so we let them play around with whatever the canvas displays. However, we give them a button to “enhance canvas” at anytime they desire to view an “enhanced” canvas. Then we do the process of BE resize and re-display the canvas with better images.
  + This will also be done whenever the user saves a showroom.