The main app itself is in a development state with the core functionality implemented. Let me break down its current status:

Core Drawing Features

* The canvas is set up with the standard 11x17 inch format (1632x1056 pixels)
* Basic shape tools (rectangle, circle, line, polygon) are implemented
* Shape manipulation (resize, move, rotate) is working
* Grid system with snap-to-grid functionality is implemented
* Multiple pages support is available

BOM Management

* Parts database structure is complete
* API endpoints for parts CRUD operations are working
* BOM generation from drawing elements is implemented
* Parts can be linked to shapes with custom properties

Collaboration Features

* WebSocket infrastructure is set up and working
* Real-time cursor tracking between users
* Chat functionality between collaborators
* User presence indicators showing who's online

User Interface

* Navigation system between different sections of the app
* Layer management panel for organizing drawing elements
* Properties panel for editing selected shapes
* Tool palette with drawing instruments
* Color and style controls for shapes and text

Subscription System

* Three-tiered subscription model is implemented
* Stripe integration for payment processing
* User account management for subscriptions
* Feature access based on subscription level

The app is fully functional but would benefit from:

1. More rigorous testing with real user data
2. UI polish and refinement
3. Performance optimization for complex drawings
4. Additional engineering calculation features
5. Mobile/tablet responsiveness improvements

The core application architecture is solid and follows modern web development practices, making it easy to extend with additional features in the future.