

## WB Project 1 (No db) - Dan

### Idea: Pixel Flip

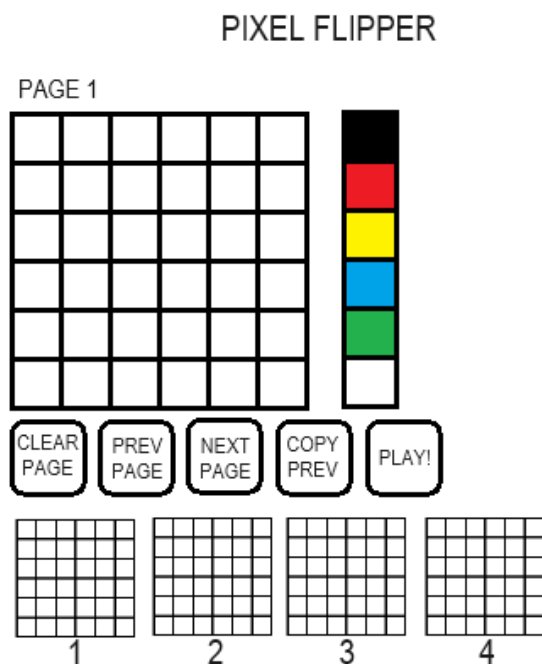
An app that allows users to create a small pixel animation. Users can choose a color for each square in a 'page' with a small grid of pixels, save the 'page', copy the previous page, clear a page, and 'play' a loop of the colored pages to display an animation.

This will be implemented as an array of pages, each page is simply an array of color values stored as strings. A small table will be displayed with a limited palette of predetermined colors. If the user selects a color by clicking on it, each 'table cell' that is clicked will 'set' its color to match.

Clicking the "Next Page" button below will save the grid ('page'/array) and an empty grid will be displayed and a 'Copy Previous' button will be available. 'Copy Previous' will create a deep copy of the previous page/array and will populate the grid, allowing for slight changes to be used to 'animate' the image. Clicking "Next Page" or "Previous Page" will post the new page and get the previous page or load a blank grid. A 'Clear' button will send a delete for the current page and load a blank grid. If the user navigates to an existing page and then navigates away again, a put request will be sent for that array/page.

A 'Play' button will loop through displaying each available page/array.

Would like to add a scrolling list of completed arrays/pages below in thumbnail form, to give a quick overview and to click to move directly to that page/array in the grid - but I'll save that feature for a bonus when I finish the rest.



## DATA MOCKUP

```
[
    ['#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000'],
    ['#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000', '#000000', '#000000', '#000000',
     '#000000', '#000000', '#000000'],
]
```

## COMPONENT HIERARCHY

- PixelGridTable
  - PixelCells ...
- ColorPaletteTable
- ClearButton
- PrevPageButton
- NextPageButton
- CopyPrevButton
- PlayButton