Usecase

We need to develop an application that supports taking picture on webcam, mobile (iphone and android) through browser.

Identification

* We have identified that existing packages or components are only working for opening the original camera module in mobile phones so we are making the implementation from scratch.
* For this we make use of styled components (<https://styled-components.com/docs>) which will allow us to use the mobile camera (IOS and Android)
* The video will be rendered in a canvas instead of a traditional video component like a player or a frame as we have to take the screenshot a particular instance.
* Then we are using the Konva library a powerful and stable annotation tool that enables freehand drawing along with multiple shapes and lot more flexibilities.
* We make sure it works on mobile as well, for this we make use of inbuilt gesture that are mainly used for mobile.

Result

* We are able to use the camera from various devices like laptops, IOS, Android phones and tablets through progressive web app.
* We are able to capture the image
* We are able to annotate the image.

# Marking note Implementation and future plan

## Use case:

User can mark multiple notes on an image to mention some information for a particular spot on the item

## Implementation

We have used an utility in konva to represent a textbox using rectangle and text area together.

## Current Limitations

* Lim 1: We are able to create only one textbox as we need some to identify whether user is clicking on the textbox or the image to add more notes as there is no inbuilt service to determine whether user is clicking on the actual image or the textbox.
* Lim 2: We need a data structure to properly update the notes

## Identifying Future plan

* Plan for Lim1: We need to use mathematical equations (Distance and area formulas) to determine the click is on the object created (can be circle, textbox) or the image.
* Plan for Lim2: We need to identify a proper data structure to identify the circles to update when dragged or when a text is changed upon achieving the lim1.