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.