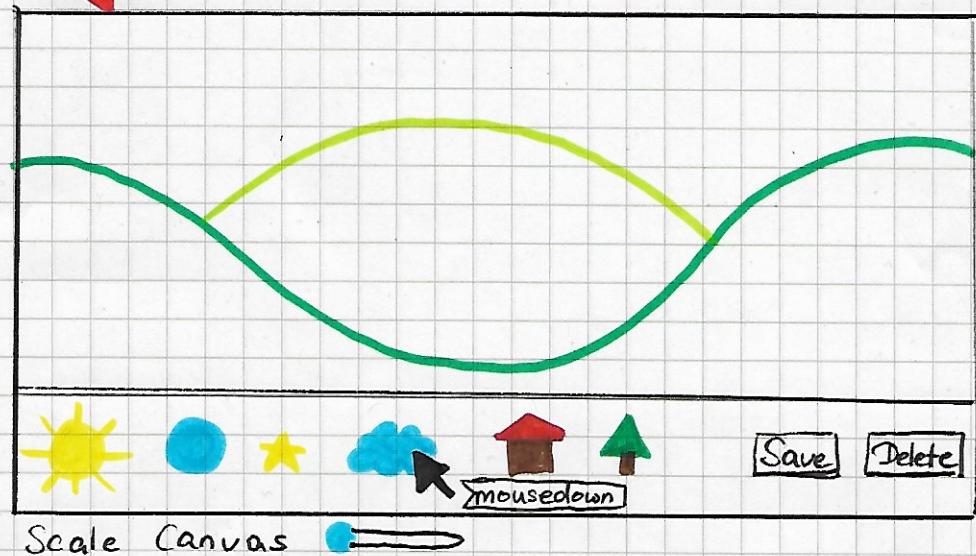
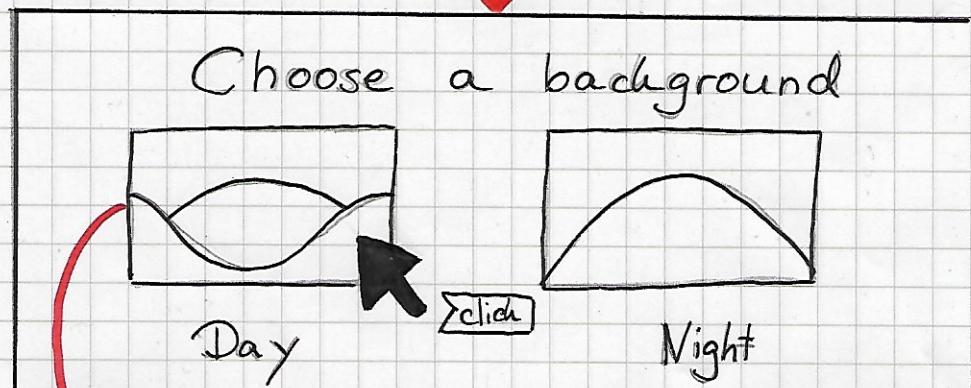
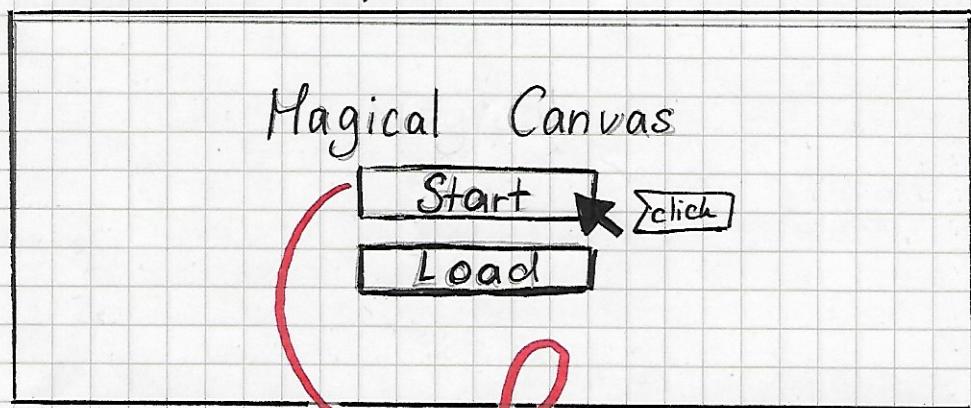


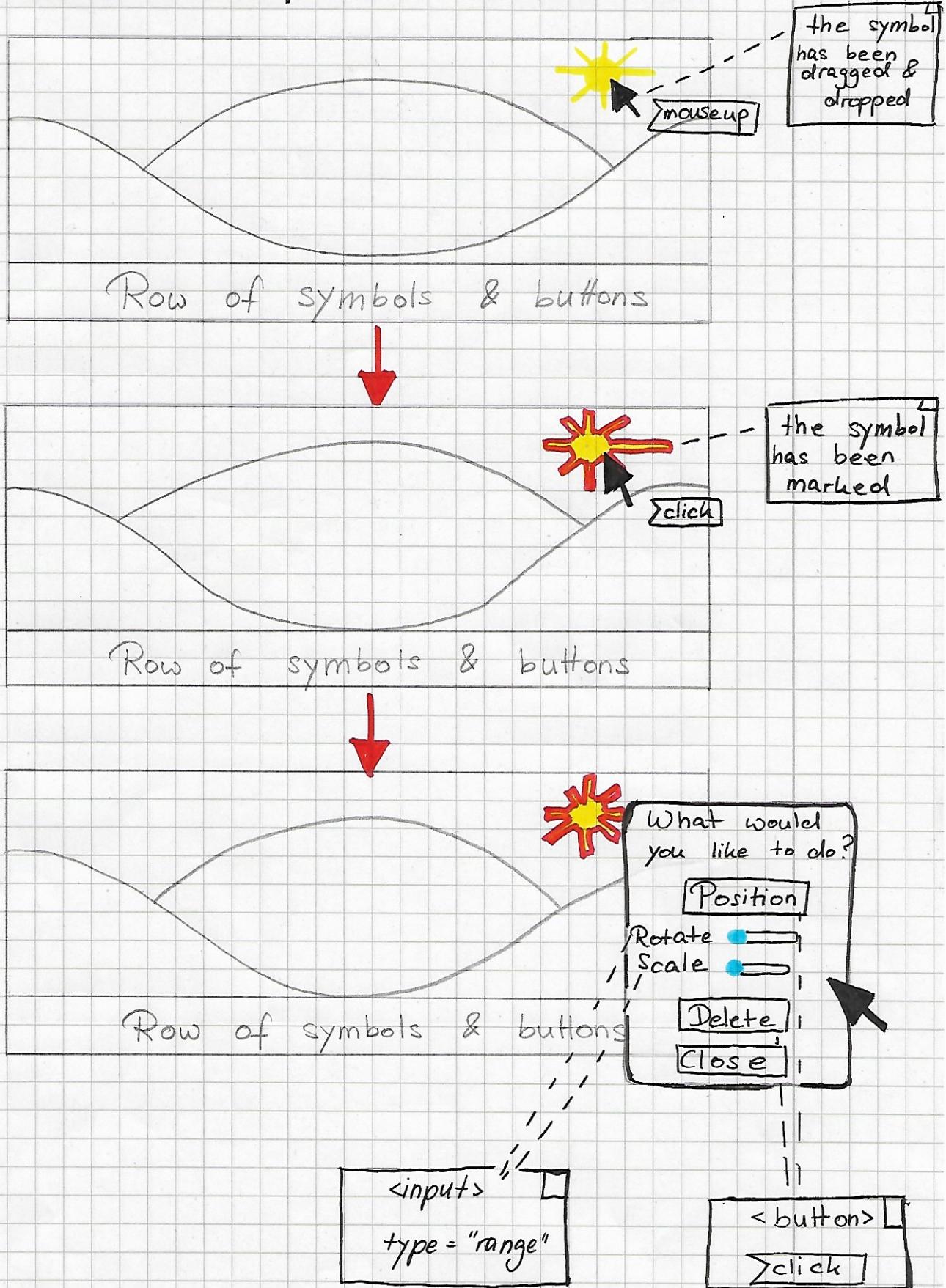
Step-by-step functional analysis (new picture/start)

P. 1

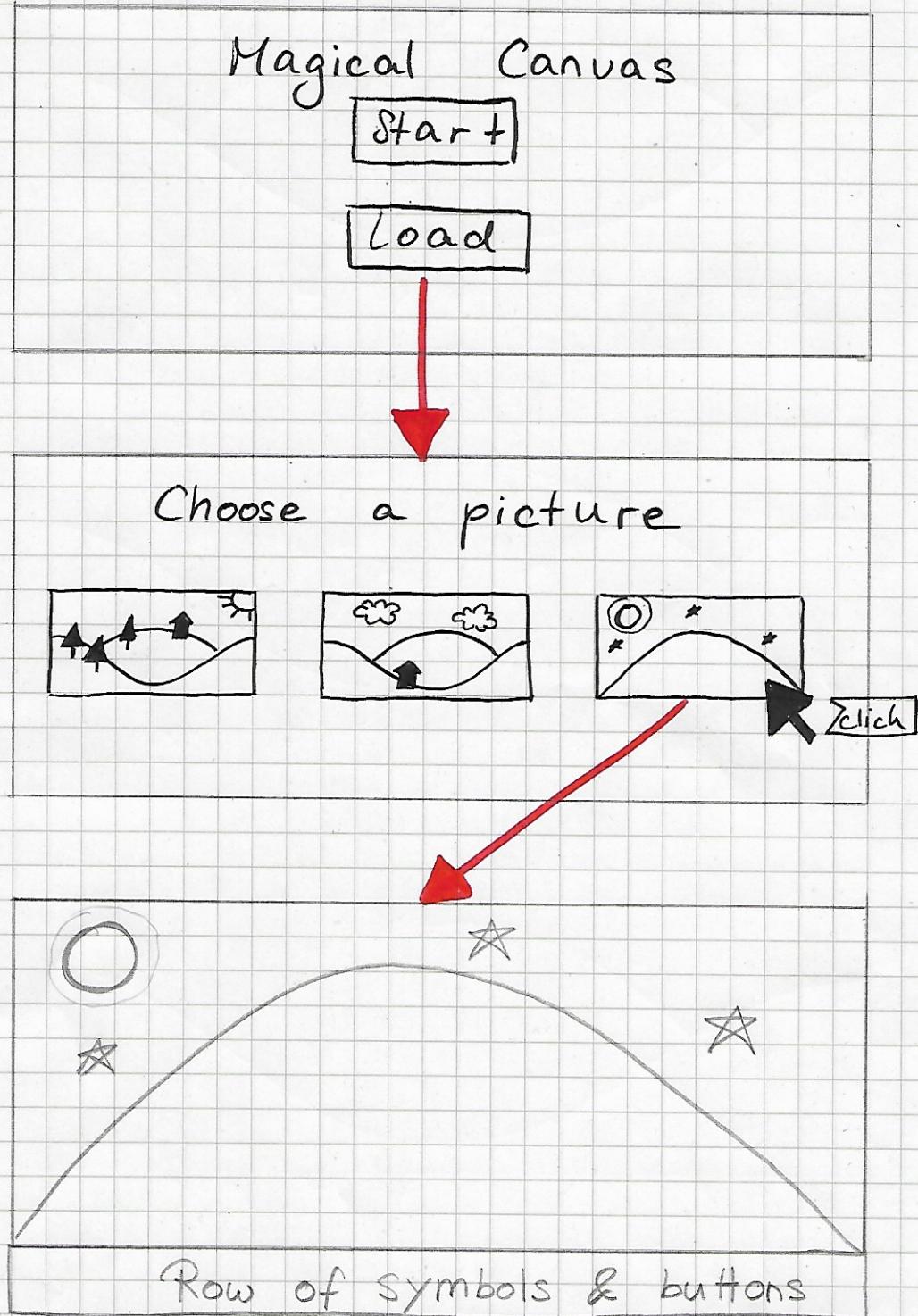


Step-by-step functional analysis

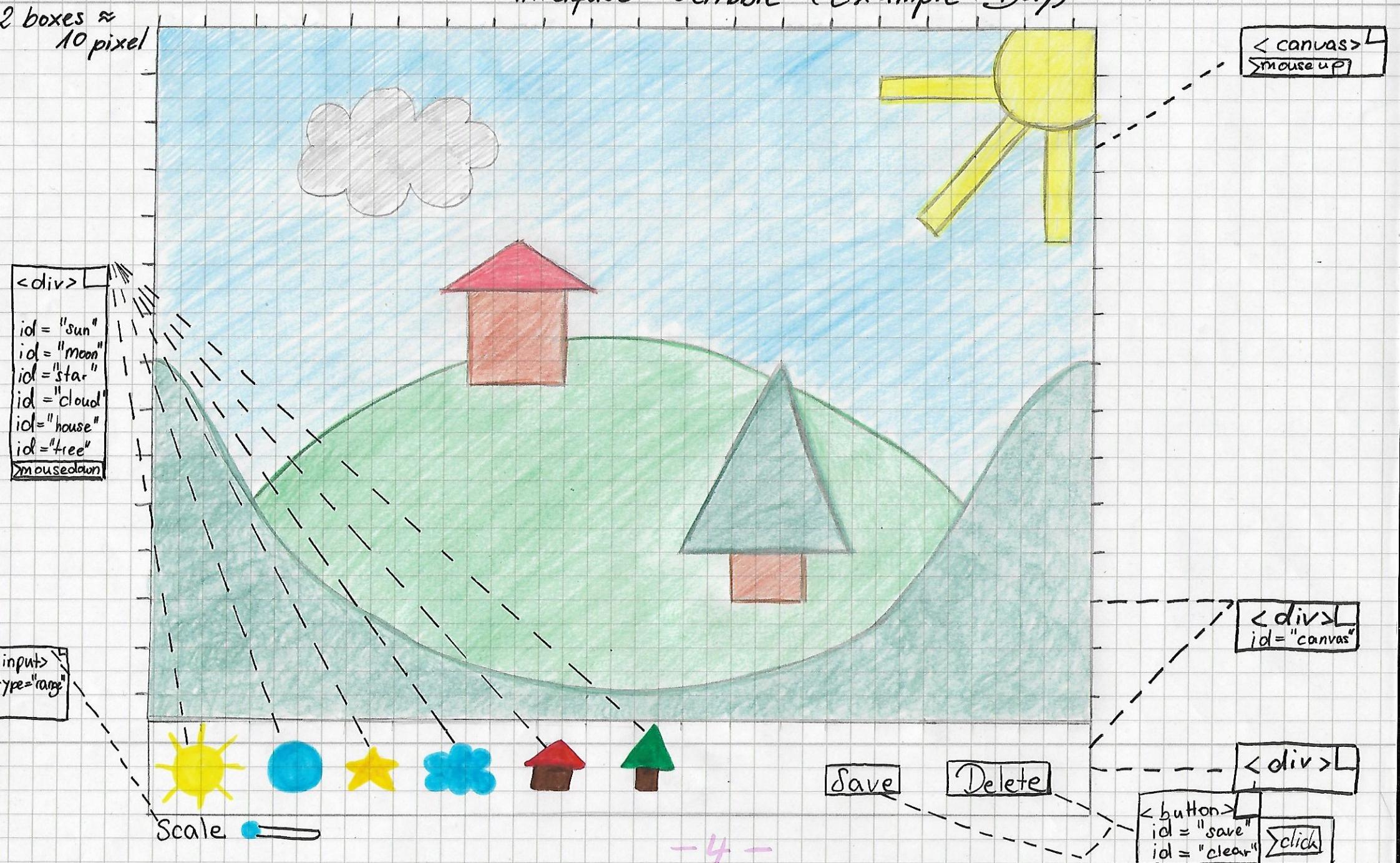
p.2



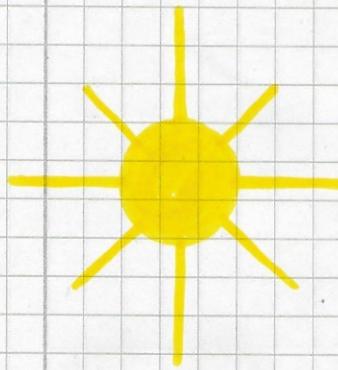
Step-by-step
functional analysis
(load existing picture)



Interface - Scribble (Example : Day)



List of symbols and bgs

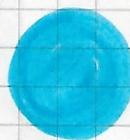


-

Sun

id = "sun"

↳ animation: rays become longer and shorter



-

Moon

id = "moon"

↳ animation: a shine around the moon becomes smaller and bigger



-

Star

id = "star"

↳ animation: becomes smaller and bigger



-

Cloud

id = "cloud"

↳ animation: goes from left to right through the picture



-

House

id = "house"

↳ animation: no animation

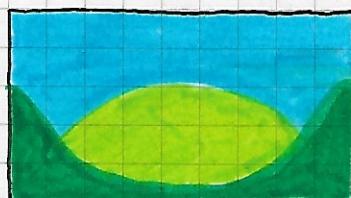


-

Tree

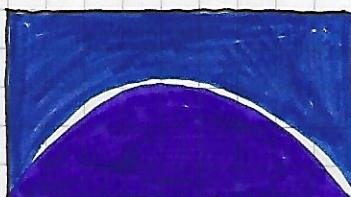
id = "tree"

↳ animation: moves/rotates slightly to the right (simulation of wind)



- BG Day

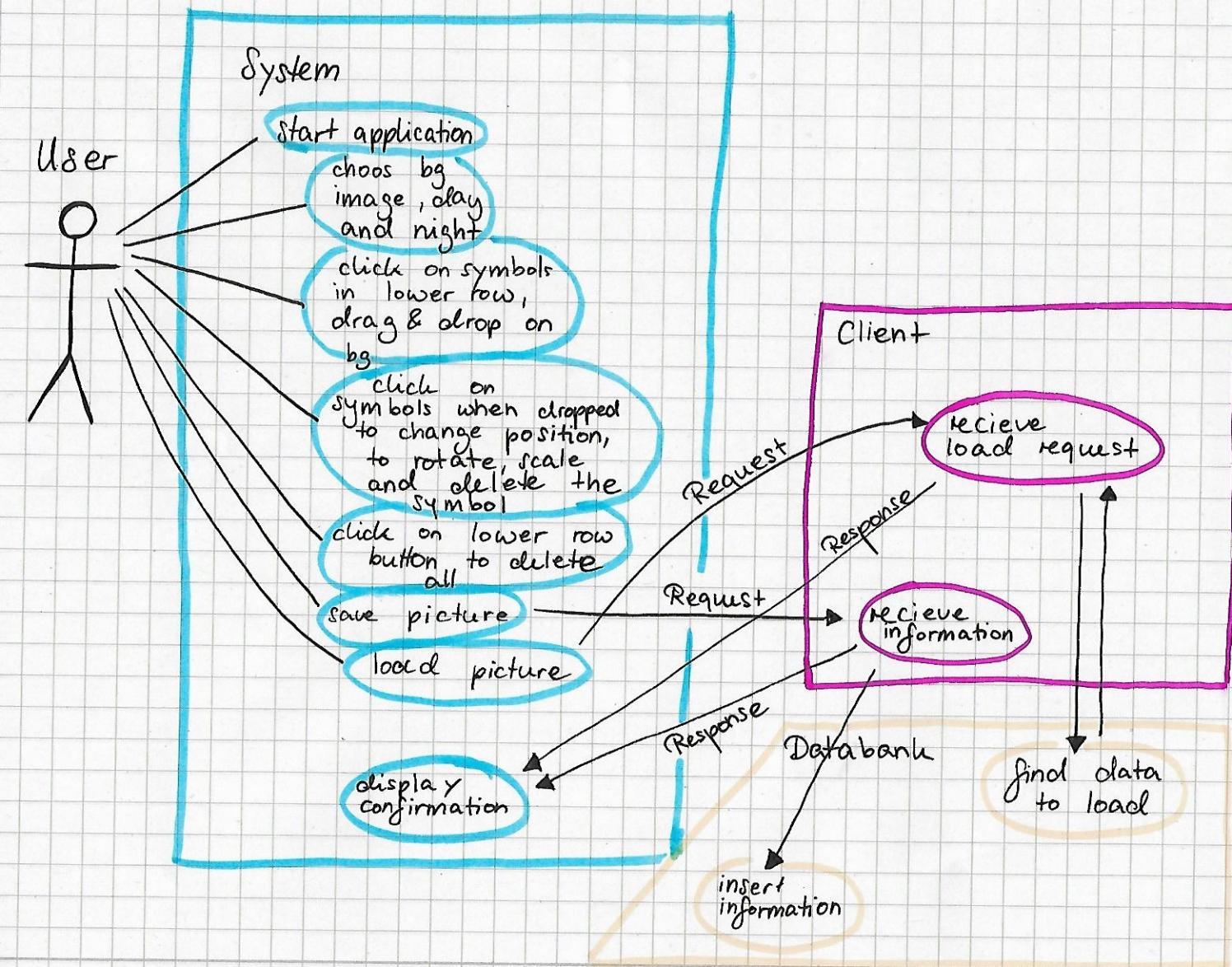
id = "day"



- BG Night

id = "night"

USE CASE CASE Diagramm



User

start program

show user
the editable
canvas

place and
edit symbols

user saves
canvas

saved



Client

load or create
new picture

create new
canvas

show response

get saved
data

show response

-7-

Server "Heroku"

receive request

process
request

create
response

send response

Database "Mongo"

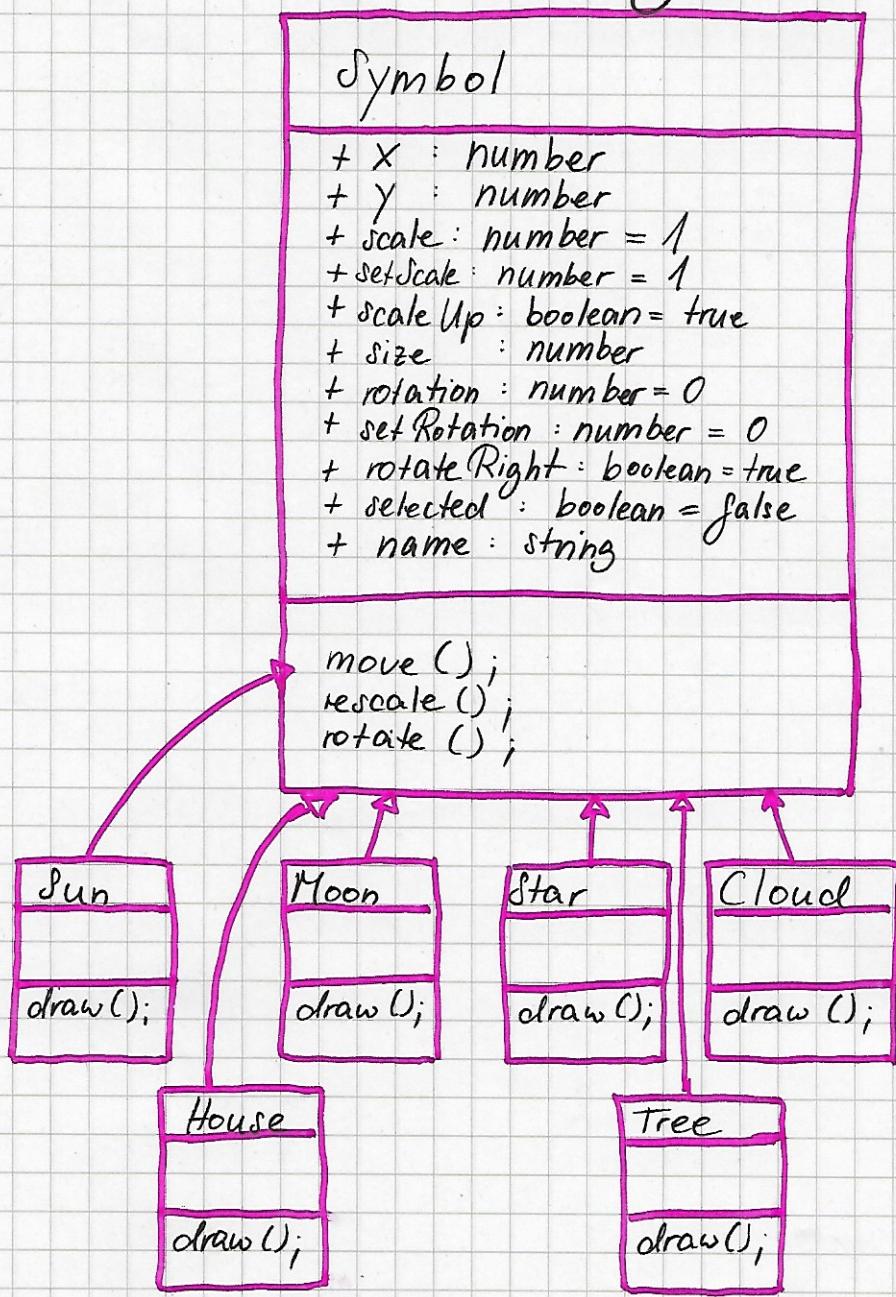
load from
database

save in data-
base

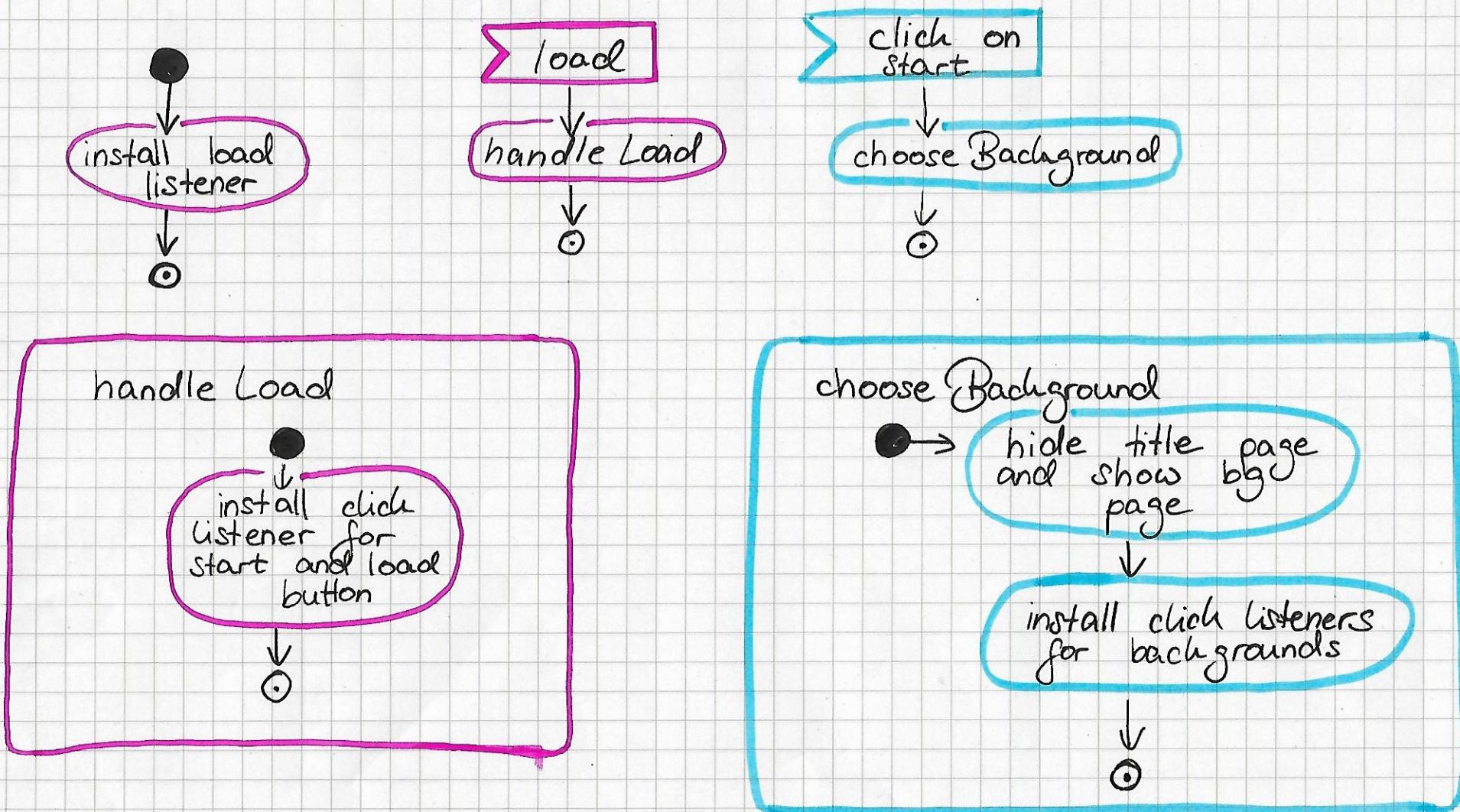
create re-
sponse

send response

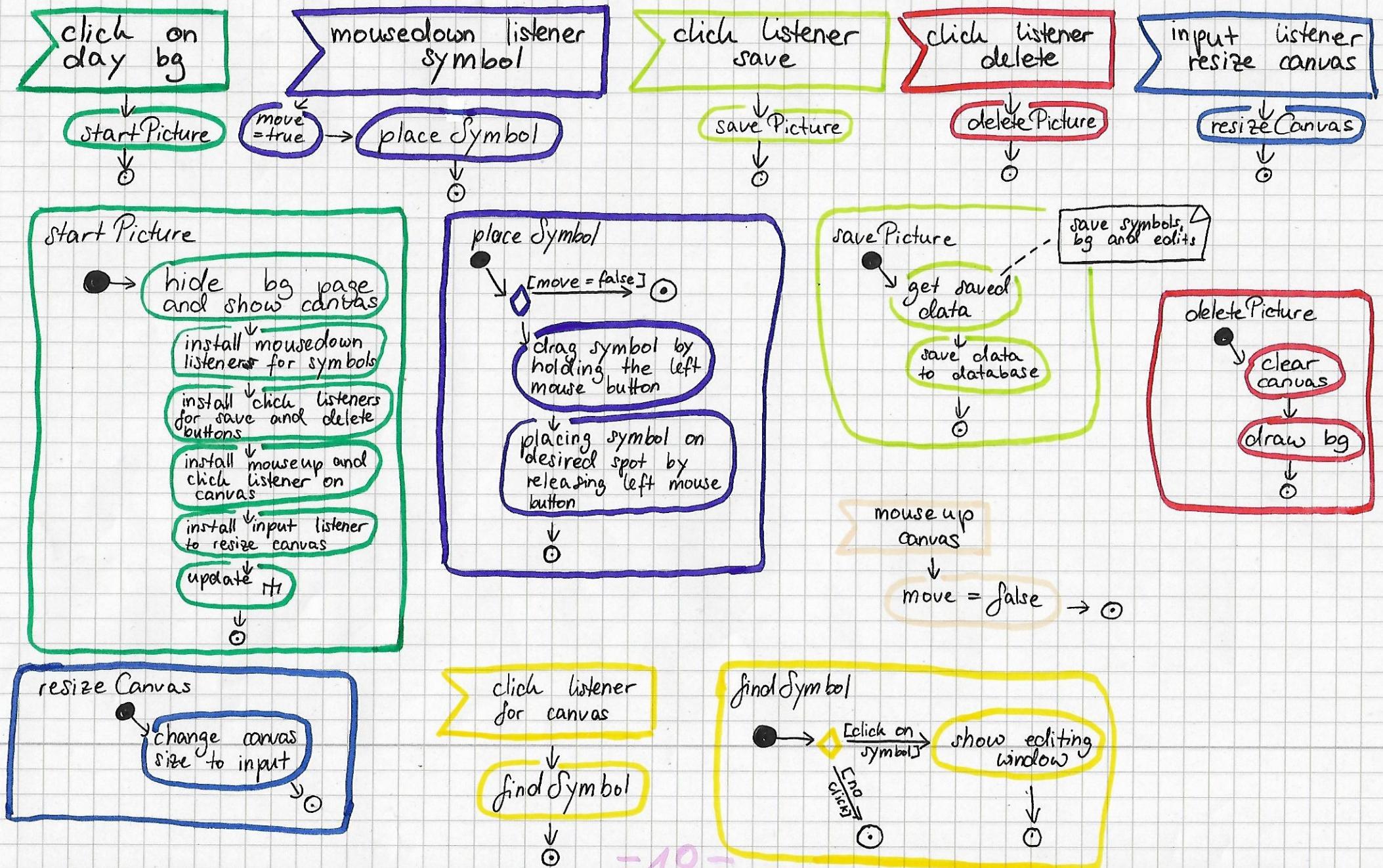
Class - Diagramm



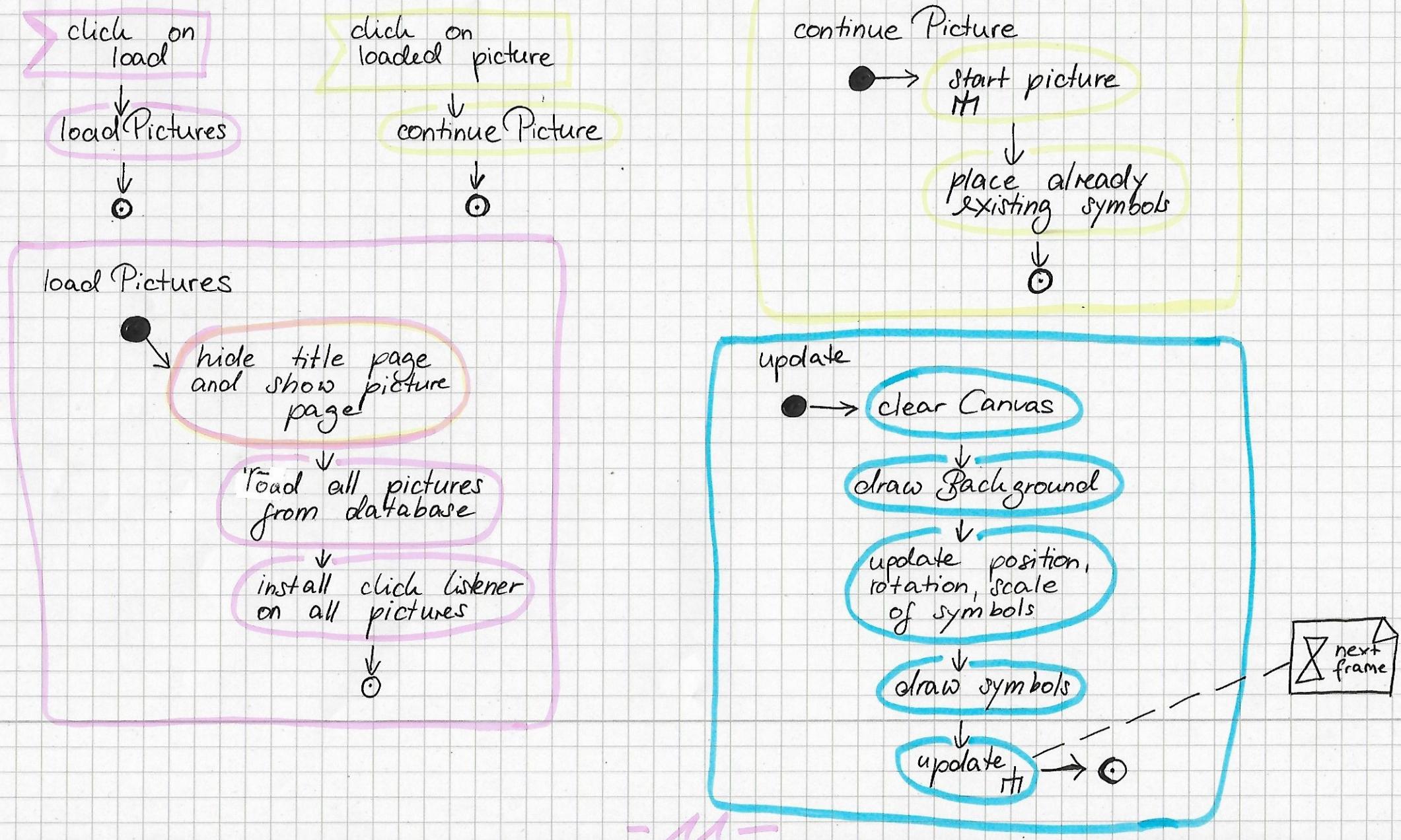
Activity Diagramm p.1



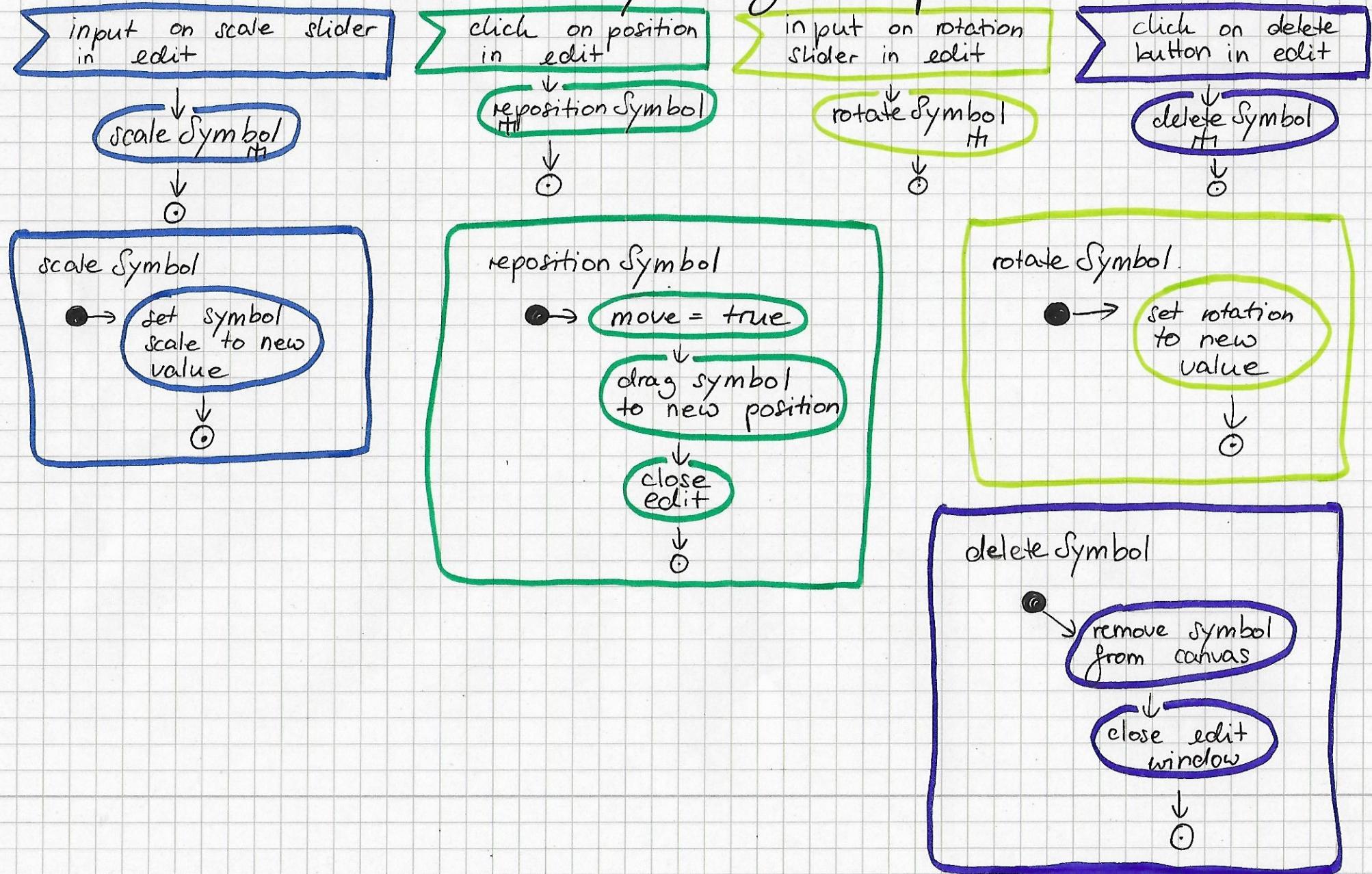
Activity Diagramm p. 2



Activity - Diagramm p. 3



Activity -Diagramm p. 4



Activity-Diagramm p.5

