

OBJECT	FUNCTION NAMES	DESCRIPTION	LIBRARY / SOURCE	STATUS
PATTERN	selectPattern() User can select a pattern for editing.	When the user clicks on a piece, it will trigger a pop-up window to display which shows the entire pattern as well as the other buttons/icons for editing. Once a pattern is selected, it is considered to be in "PREVIEW MODE". <i>During the development stage, this feature may be first developed in a separate page and then moved to the pop-up window.</i>		Open
	resizePattern() User can select to change size	When the user clicks on the button the resize the pattern, they can enter dimensions for the overall length and width of the entire piece.		
PATTERN	displayPrintView() printPattern() User can see the "PrintView" version of the pattern. User can send the pattern for printing	When the user clicks on the button to print the pattern, the color names are displayed on each individual piece and shown to the user ("PRINTVIEW"), along with the numbers and arrows for each piece. The user can select to display the hex codes (or both?). The color names will be groups (e.g. we won't have names for every single color). If the user is satisfied with the piece, they can select "OK – Send to Print", which submits the file for submission to the 3D Laser Cutting Service (Scuplteo). Otherwise, the user can select "cancel" and they return to "PREVIEW MODE".		

PIECE	<p>editPiece()</p> <p>User can select an individual piece for editing – Enters “EDIT MODE”</p>	<p>When a user clicks on an individual piece, this piece is highlighted in some way (e.g. yellow border, etc.) to show the user that it is the piece selected for editing (“EDIT MODE”). Any edit functions that are subsequently selected will be applied to this specific piece.</p> <p><i>“Nice to Have”: User can select multiple pieces in EDIT MODE and can choose to apply the same edit feature for those selected pieces.</i></p>		Open
PIECE	<p>applyColor()</p> <p>User can change color of an individual piece and that color displays in “PREVIEW MODE”</p>	<p>For a piece that is in “EDIT MODE”, the user can change the color by pressing the “change color” button or icon. Once this button is pressed, a color wheel or input form(?) is displayed. The user can then select the color from a color wheel, or they can input a hex code or color name.</p> <p>Once a color is selected for a particular piece, that color is displayed for the piece in preview mode.</p> <p><i>“Nice to Have”: User can select multiple pieces in EDIT MODE and can change the color for the multiple pieces selected.</i></p>		Open
PIECE	<p>showArrow() changeArrowDirection()</p> <p>User can choose to display arrows and to change the direction of the arrows</p>	<p>By default, the arrows exist in the SVG file, but they are not displayed (e.g. “display: none”). When the user selects the arrow icon to edit a particular piece, the arrow displays (in the default position) and the user can either turn the arrow to the desired direction or enter a degree number.</p> <p><i>“Nice to Have”: User can select multiple pieces in EDIT MODE and can move the direction of the arrows for the multiple pieces selected.</i></p>		Open