Sydney Howard
Showard
4/18/17
E

Term Project Deliverable 1

Project Proposal:

For my term project, I plan to create a game/tool similar to Microsoft Word's Paint. This game will allow the user to create their own drawings. Some of the modules will include: drawing with different colors, an eraser tool, creating shapes, saving drawings, etc. The brush tool will allow the user to draw with different colors and brush size. I hope to allow the person to change the opacity of the color. The size of the eraser can be modified as well. For the stamps, I hope to include squares, circles, stars and hearts; their size and color will be modifiable. Another feature I would like to include is the ability for the user to save the art they create. In addition, I would like to provide the ability to copy and paste sections of the painting.

In terms of other modules I am using, I will be using Pygame for my project since it provides better graphics.

Competitive Analysis:

One of the products I found similar to my project is an online paint tool called Sketchpad. I especially like their easy to use layout and their stamp tool. You can place a stamp on the canvas and change the number of sides, slope, angle of the points, and add a cutout. I want to try to implement these options if I have time. I don't like how you can't change the opacity for the paint; I hope to add this feature into my own paint tool.

Another product, which is well known, is Microsoft Paint. I like how it's a basic drawing module that lets you save your pictures; I would like to allow my users to save their drawings. One thing that I don't like is that the layout is boring or the user interface is not very good. I hope to make my app easy to use while also aesthetically pleasing.

Photoshop is a good example of an editing tool; however, it has way too many features that I do not wish to create. I like how it allows users to create shapes, so I will include this in my game. Since this app is very complicated, many people do not take advantage of all their tools. I would like to make my game easy to use for people who do not wish to spend the time to figure out how to use Photoshop.