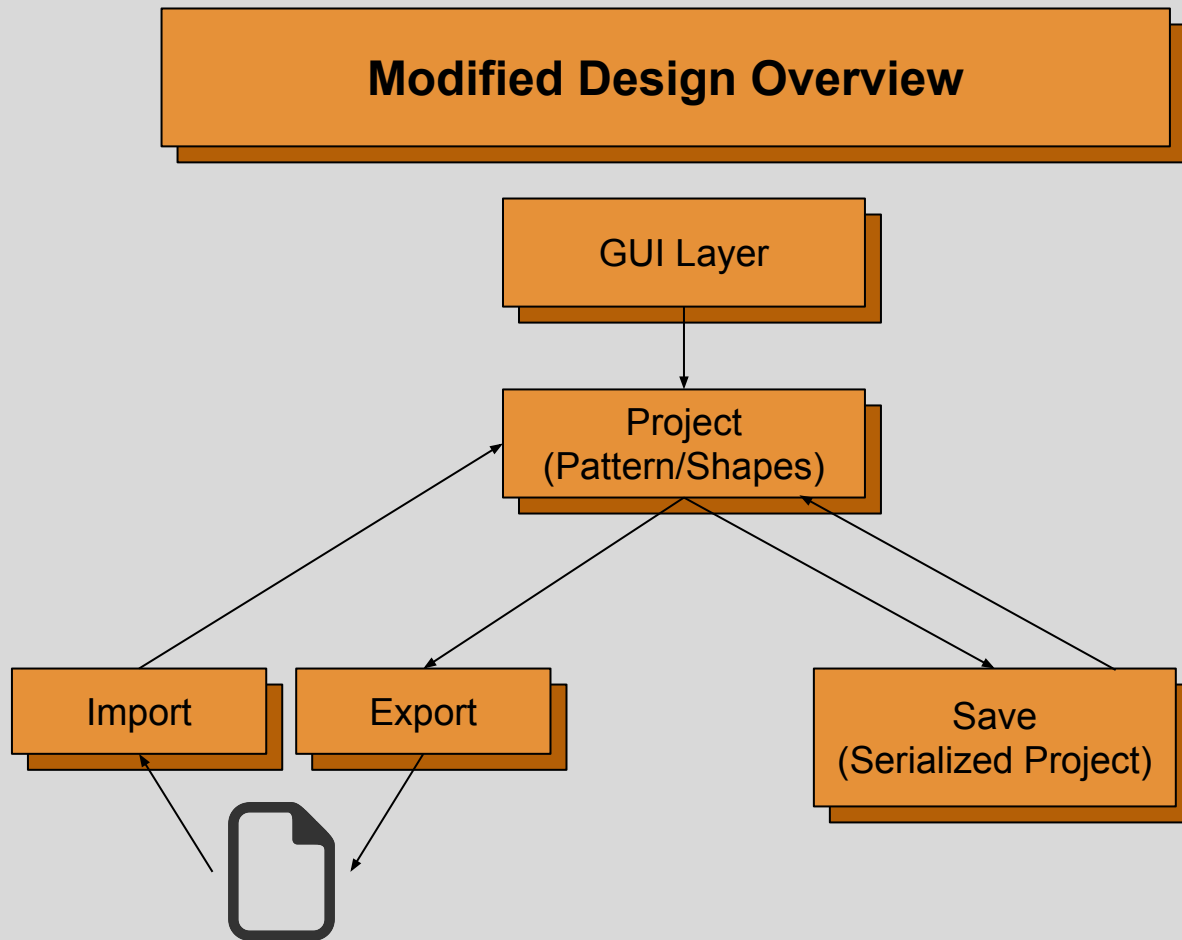# EmbroidIt

Briefing #3

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Initial Design:

- Read stitches.
- Fit stitches to shapes.

Modified Design:

- Read and display stitches.
- Leave shape drawing to native project files. (Serialized)

Modified Design Overview

GUI Layer

Project
(Pattern/Shapes)

Import

Export

Save
(Serialized Project)

Testing:

- Values appear to make sense, but require visual representation to confirm.

Things to look out for:

- Any negative x, y values need to be confirmed and the pattern buffered with an offset in the canvas to compensate.
- Image may be flipped about horizontal axis.

PES Import/Testing

Coordinates	Flag	Color Index

```
Point2D [x = 14.600000000000005, y = 12.4] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 14.600000000000005, y = 12.4] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 14.300000000000006, y = 12.8] Flag: 0 Color Index: 0
Point2D [x = 15.800000000000006, y = 11.3] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 15.800000000000006, y = 12.8] Flag: 0 Color Index: 0
Point2D [x = 14.300000000000006, y = 11.3] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 14.300000000000006, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 15.800000000000006, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 11.3] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.8] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.8] Flag: 0 Color Index: 0
Point2D [x = 15.000000000000005, y = 12.0] Flag: 0 Color Index: 0
```

New GUI Additions:

- Rectangle drawing.
- Ellipses drawing.
- Lines drawing.
- Layering.

GUI

(GUI Demo Here)

A few categories covered:

- Product description.
- Application function.
- Classes and Characteristics.
- Interface.
- Use Cases.

SRS Draft

1. Introduction

1.1 Purpose

The *Embroid-It* software is an interactive application that allows the user to open, create, edit, layout, and export/save an embroidery project file for use specifically with a *Brother* name-brand embroidery machine.

1.2 Document Conventions

In each section of this document, requirements and specifications are listed from highest-priority to lowest-priority. Unless otherwise stated, it is assumed that higher-level requirements are inherited by lower-level detailed requirements.

1.3 Intended Audience and Reading Suggestions

This document is intended for use and reference by the developers and stakeholders involved in creating the *Embroid-It* software application. Section 1 identifies the scope of this document, the conventions followed during documentation, and the purpose of the software. Section 2 gives an overall description of the functionality of the software, as well as user characteristics. The third section of this document defines and describes all external interfaces associated with the *Embroid-It* application. Section 4 is intended for use primarily by the developers of *Embroid-It*, and details the use cases and system features of the software. Section 5 will identify and describe any other nonfunctional requirements, and the final section will include any other software requirements not previously mentioned. Appendices are included at the end of this document, containing additional resources.

GUI:

- Visual testing of imported stitches.

GUI Menus:

- Import PES.
- Export PES.
- New Project.
- Save Project. (Serialization)

SRS:

- Client feedback.
- Finish Diagrams.
- Flesh out Use Cases.

Moving Forward

Next

GUI (Menu Planning)

File

Help

New

Menu

About

Open

Usage Doc

Save

GUI

Import PES

Export PES

Project

Ellipse

Rectangle

Line