

Konzept EIA2 Endabgabe Zauberbild

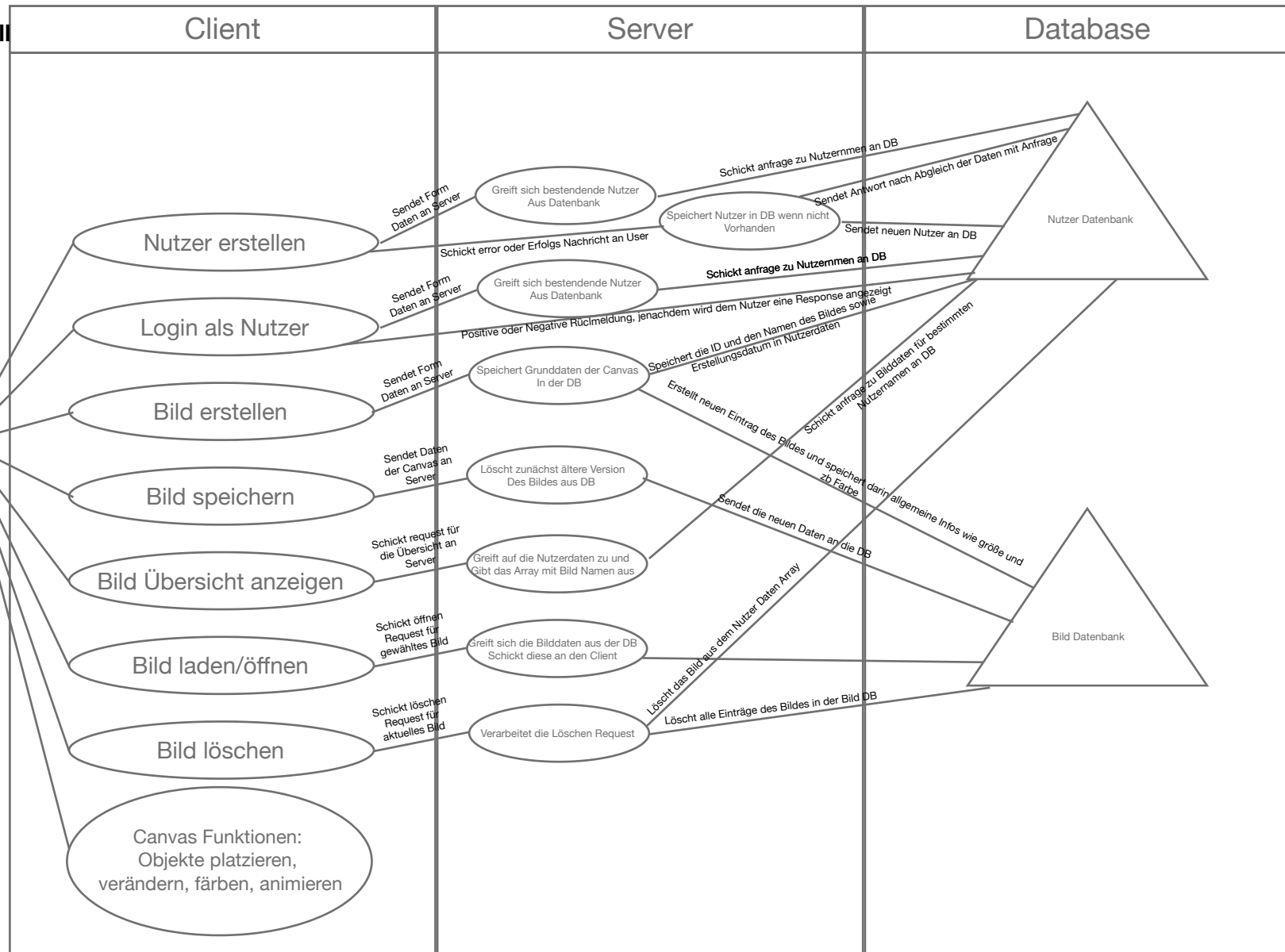
Inhaltsverzeichnis zu diesem Konzept

1. HTML Skizzen
2. Nutzer/Anwendungsfall Diagramm
3. Schwimmbahnen Diagramme mit zugehörigen Aktivitätsdiagrammen für Kompliziertere Funktionen
4. Notizen
5. Dokumentation

Links zu den externen Dateien:

- Repository auf GitHub:
https://github.com/ivenios/EIA2/tree/master/01_Endabgabe_v2
- Anwendung:
https://ivenios.github.io/EIA2/01_Endabgabe_v2/index.html?
- Konzept Dateien:
- Zip-Datei:
- Dokumentation:
https://github.com/ivenios/EIA2/blob/master/01_Endabgabe_v2/readME.txt

2.

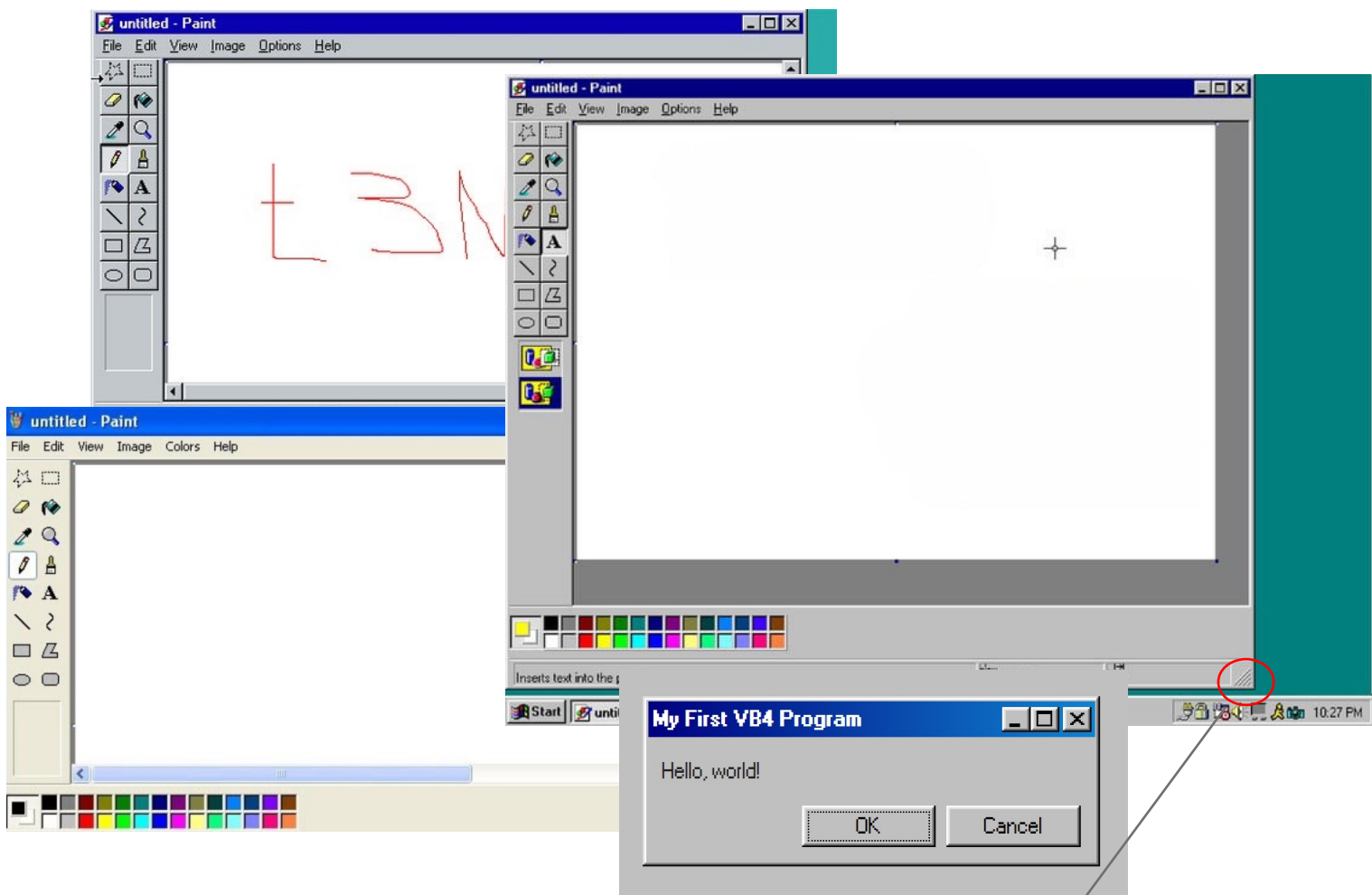
Anwendungsfall
Diagramm

HTML Skizzen

Benötigt wird ein Grundkonzept für den Aufbau für jedes Fenster welches dynamisch aufgebaut wird.

- 1- Willkommens Message mit Erklärung
- 2- Login in Panel
- 3- User Register Panel
- 4- Bilder Übersicht Panel
- 5- Neues Bild erstellen
- 6- Bild Canvas
- 7- Dynamische Error message, in die die passenden Nachrichten eingebaut werden.

Mood Board:



Überschrift

Header

Buttons mit outset

Main Bereich, in welchem Canvas





Footer

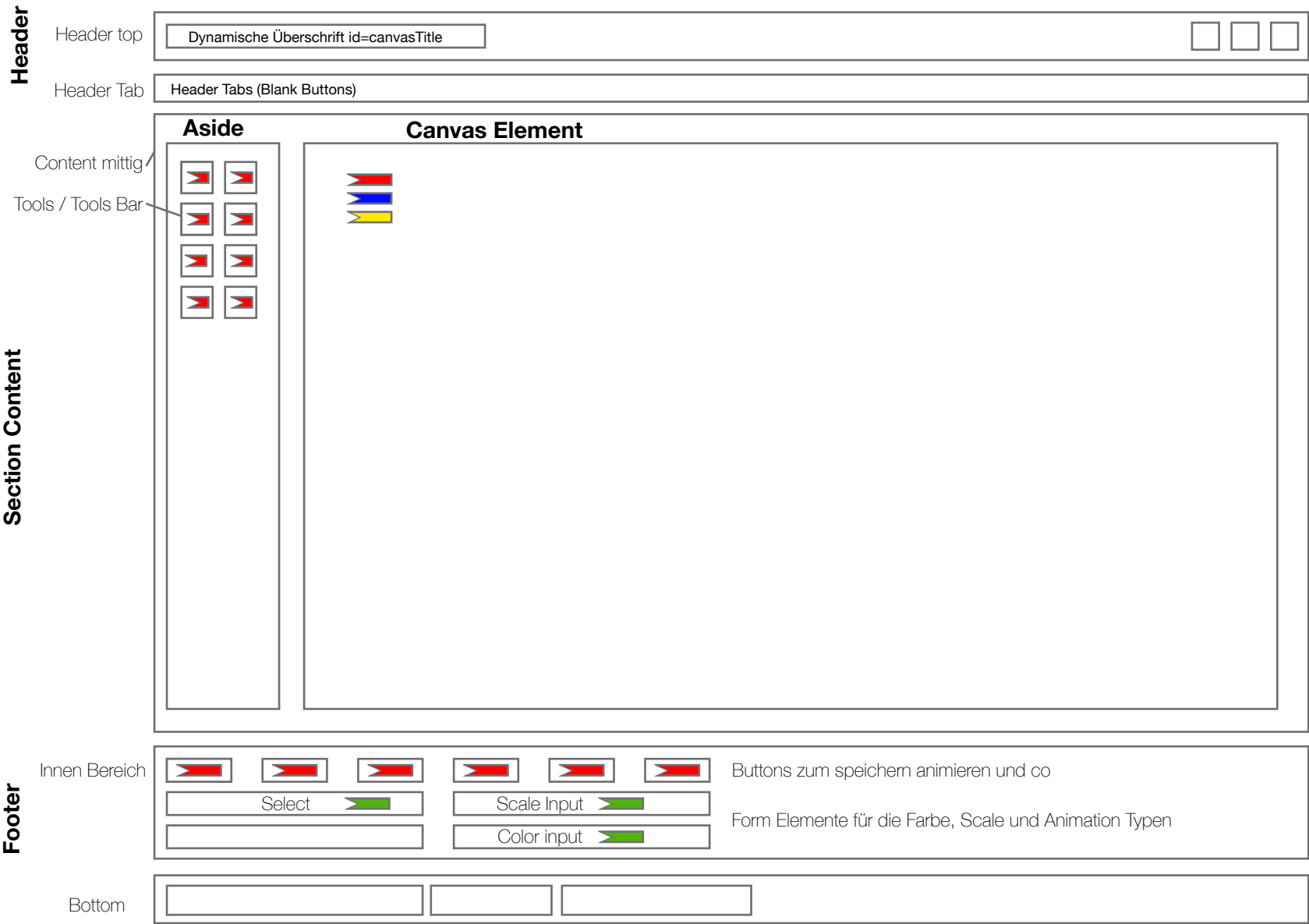
Buttons mit indent

CSS, resize:both; und! Overflow auf auto!

Lorem Ipsum

Canvas HTML Skizze:

- Change event listener 
- Click event listener 
- Mousemove event listener 
- Mousedown / MouswUp event listener 



1. HTML-Skizzen

5. Dokumentation

*****RUDE MS PAINT*****

by Iven Otis Sieglén.

This programm includes:

1. Konzept
2. Dokumentation
3. zip-Datei mit Abgabe
4. Das Programm

This is the

~~~~~Documentation~~~~~

Please visit the link down below,  
to get to the other documents

[https://github.com/ivenios/EIA2/tree/master/01\\_Endabgabe\\_v2](https://github.com/ivenios/EIA2/tree/master/01_Endabgabe_v2)

\_\_\_-1. How to Play-\_\_\_

If you want to start right away,  
just open the link down below:

[https://ivenios.github.io/EIA2/01\\_Endabgabe\\_v2/index.html?](https://ivenios.github.io/EIA2/01_Endabgabe_v2/index.html?)

If you are a special person, you  
can also install it on your own  
heroku and mongoDB services.  
For that skip to 2.

**\*Important Notice\***

When you are asked to log in or to  
create a new user, never ever ever  
use a real password. Use something

like "123" or "uuuu". Because this programm sends server Requests via GET with an query string, everyone who wants to maybe harm you in some way, can get your password with ease.

#### \*Step by Step Guide\*

You can controll the programm with just your mouse (+ your keyboard for typing).

1. You are greeted with a welcome message
2. You will be asked to log in or with the "Im new here" button, you can create a new user.
3. Your very own picture overview will load.  
If your new, there will be nothing, but you can create your first picture with in seconds. If you already have created some picture, the names of the pictures will be loaded.
4. Creating a picture. When you choose to create a new picture, a panel with some customizations will be loaded, where you can choose the background color and the x and y size of your canvas in pixels.
5. After you clicked "Create new canvas", you will be greeted with your picture.

#### \*The Controls\*

Here you can see a representation of the tool button placement aside the canvas

[1][2]

[3][4]

[5][6]

[7][8]

[9][0]

- 1 - Place a square anywhere
- 2 - Place a circle anywhere
- 3 - Place a triangle anywhere
- 4 - The mover. With drag and drop move already existing objects
- 5 - The rubber. Will remove objects when you click on them
- 6 - Empty
- 7 - The spray can. Change the color of objects that already placed
- 8 - The resizer. Resize already existing objects by clicking.
- 9 - Empty
- 0 - Empty

Tip: With the color input and the scale slider, you can alter the color and scale of objects that you are about to place. Or with the appropriate tools from above, you can change the color and scale afterwards.

#### \*Animation\*

If it works, you should be able to let the canvas, "do its thing" and move around the placed objects. With the drop down selector, you can choose between different animation patterns. Try them out!

#### \*Saving and deleting\*

Make sure to always end the animation before saving. Always save before quitting! A deleted picture can't be brought back!

- \_ \_ \_ -2. How to Install- \_ \_ \_ -

#### \*Things you'll need\*

- a gitHub repository
- a heroku app which is connected with

the above mentioned repository

- a cluster with some space on mongoDB
- an installed compiler, which compiles the TypeScript you are about to change

#### **\*Step by Step\***

1-take the zip-File and unpack it, then put it in your new repository

2-in the folder 2\_Programm > JS, you will find all necessary ts files

3-go to the "client.ts" line 16 and change the "serverAddress" to your heroku app link

4-go to the "package.json" and make sure, the "server.js" in the js folder is still correctly linked

5-now go to the "database.ts" file and change

Line 19 databaseURL - you should get this from mongoDB in your cluster at "connect" in the cluster overview

but you first have to create a user at "Database access"

Line 20 databaseName - put in the name of your database inside the Cluster

6-create two collections with the names:

Userdatabase

canvasDatabase

7-push all changes to gitHub

8-deploy your heroku app

You should be ready to go