<u>Team Turturem! User Manual:</u> **Greeting Card**

The program takes in a picture and allows the user to perform various image transformations on it and add stickers to create a card.

Go to the "Turturem" folder, open "project_start.py" in Wing101 and press "Run". "tkinter" and "Imagetools" are the only modules that are imported for this program. The program will start and immediately ask the user to select the image s/he wants to use. By default, the user will see the files in the "Turturem/MediaSources" folder, however they can pick the file from any directory. (The user can, but is advised not to, pick an image with a width and height exceeds half of your screen) A menu will now be displayed alongside the image which now has an attached blank image to it.

From this point, the user interacts with the program with button and keyboard clicks.

The menu contains thirteen buttons.
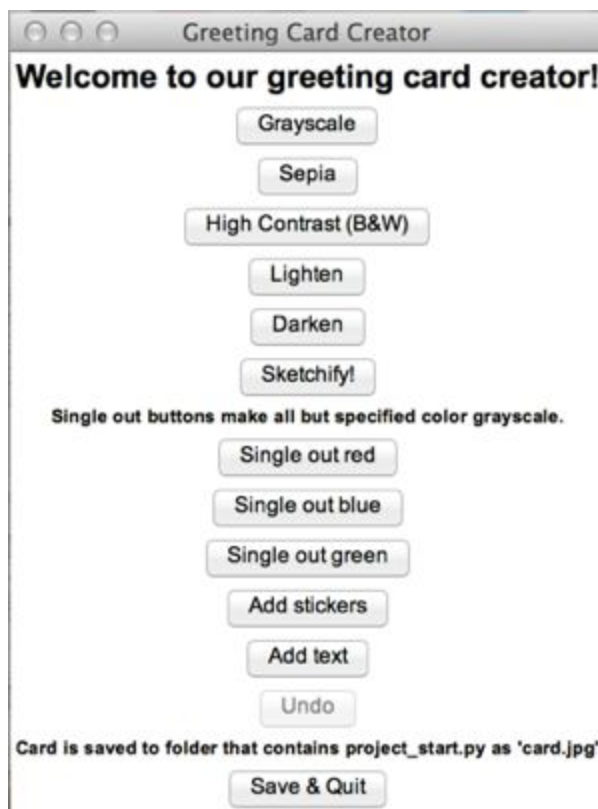
The buttons do not have to be clicked in a certain order. The first nine buttons performs different image transformations when they are clicked. The buttons/image transformations options are as follows: Grayscale, Sepia, High Contrast (B&W), Lighten, Darken, Sketchify!, Single out red,

Single out blue and Single out green. The user do not have to perform the transformations at the previous order.

The tenth and eleventh button allows the user to add an image or a text sticker to the card. When user clicks on the "Add sticker" or "Add text" button, an additional window will be displayed, containing the various image or text stickers that can be added to the card. After choosing the sticker, the user will have to click on the window that displays the card. The image/text will be displayed on the card with a black or white background. This background will eventually be removed. In order to move sticker/text, the user clicks on the card preview and uses the arrow keys and presses the "Return" key to place the image/text on the card. The user will have to close the "Add sticker" or "Add text" window from which the choose the image/text.

The "Undo" button can only undo the latest image transformations.

When the user clicks "Save & Quit" the card will be saved as "card.jpg" in the "Turturem" folder. If the user wants to create more than one card, s/he will either have to go to the project folder and rename "card.jpg" or move it to to another folder.

It the user wants to change the image they are using, s/he will have to re-click the "Run" button in "project_start.py" in Wing101. The program will automatically restart and discard the previous card.