

## Youyou's Module Document

### Loading function:

Overview: Appear when the render is happening and stop when the image gets generated.

Function: setup in the css file and in write in the main js file, after i-loading is done hide the loading screen

- Test Case:
  - Check if the map generated show up after loading in down
  - Appeared after the user chose to make a new map or set the map.

### Download function:

Overview: The user could easily download the map down by clicking a button

Function: Create a Download function and call the function when Download button get clicked

- Add debugger function before this part of code to help debug
- The debugger function lets me keep on track with each line of the function and printout the result after this line get passed

### Method:

Find canvas location and store the path, let canvas image url sent to the image object. Replacing the mime-type will force the browser to trigger a download, rename the download file. Create a mouse event, and when the button gets clicked recall this function.

- Test Case:
  - Download image after the page been load
  - Download image after creating a new map/new setting

### Menubar function:

- Overview: open a menu bar appear on the left of the webpage and provide an option for the user to click.
- Function: Make each bar clickable
  - Check if the menu bar appears in the right place
  - Check if the bar closed after I clicked the option

### Method:

newmap(): located in the menu bar and reenter the loading phase and create a new map.

- Test Case
  - Load a new map after click the new map function
  - Hide the bar after click the new map function
  - Print and check if received a new seed number to refresh the webpage.

Popup(): popup a window after click the setting in the menu bar

- Test case
  - Check if the window gets popped out
  - If the pop up block in the right location
  - Check if the jump to setting() function

Setting(): create multiple slider bar for user to pick to set up for the map

- Test case
  - If all the slider bar located in the right area
  - If all slider showed out in the popup window
  - Check if the form get submitted and changed the internal variable values.
  - Check if each variable get changed after user change the number in the slider
  - Check if the canvas jumps back to the loading screen and regenerate the image.