Members

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Meetings

We plan on meeting regularly on Thursday evenings at 6:30pm. These meetings are more to check in and organize ideas rather than to code. For example, we will define the specs for appropriate modules and divide the work for the following week at the meetings. Then, most of the work/coding will be done outside of the meetings, and members will regularly communicate through Messenger to update each other on the status of their jobs. We'll use a GitHub repository to synchronize our workflow together.

System Proposal - *OCam-L-Sketch*

Summary:
This system will be a functional programming implementation of an etch-a-sketch with a few additional features. These features include a GUI for size and color control of the cursor.

Key Features:

- Moving cursor using arrow keys
- Erasing screen
- Color picker
- Change line width
- Load / Save files
- Export to JPEG

Narrative Description:
Etch-a-sketch is a popular children's toy used to draw, or sketch, images using two knobs. These knobs independently control the vertical and horizontal directions of a continuous line. In our implementation of this device, a user will control these directions using the arrow keys in a graphical user interface that will display the drawn image.

It will have arrow controls to move the cursor, space bar to erase, and controls to change size and color of the cursor. It will also support loading and saving of etch-a-sketch files, and exporting the loaded file to a jpeg.

We intend to use the Model-View-Controller design for our system. The model will involve the state of the drawing, and the controller will be responsible for taking in keyboard and mouse inputs from the user. The viewer implements the graphical user interface that takes the model and outputs the pixels on the screen.