

Show me what I need to do to get your code up and running (e.g., which repos to check out from GitHub, where to put them, what else needs to be installed, what to type to start the various components, what URL to open in my browser, etc.)

Prerequisites

- * Git
- * Node.js (with NPM)
- * Bower
- * Ember CLI

Installation

- * `git clone https://github.com/lekevin42/PixelMagic`
- * Change into the new directory
- * `npm install`
- * `bower install`

Run Code

- * `ember server`
- * `node pixelServer.js`
- * Visit your app at `http://localhost:4200`.

Show me how to use the application (where to click, what each feature does). Screenshots are probably most useful here.

After visiting the pixel.spreadthe.info URL, the first screen that is presented is the home page. This just contains the redirect link to the actual canvassing app as well as a portion of the page which explains the inspiration behind the app (reddit's /r/place) along with an image of the final image that they created as a community



After clicking one of the redirect links, it takes you to pixel.spreadthe.info/canvas which is where the actual application is held.



Our Pixel It application is simple application to understand. Using the number keys 1-9 will each display a different color to be 'painted' onto the canvas.

The colors respectively are

1 - red

2 - orange

- 3 - yellow
- 4 - green
- 5 - blue
- 6 - purple
- 7 - brown
- 8 - white
- 9 - black

with 0 as the background color, which functions as an 'erase button'.

Other functions we've implemented are the ability to drag the canvas around the screen (which keeps the canvas as a square, stopping the canvas from stretching its proportions off) as well as the ability to zoom in (if you only want to focus on one specific region of the canvas)

Show me how the code is structured, and where to make changes. (Imagine that a new person is going to join your team to help out at the last minute -- what are they going to need to know?)

In terms of the structure of the code, I feel that most of the relevant content (especially where we would point to if someone new had to help out at the last minute) would be in these four files, which make up the bulk of content in our application.

pixel-events.js - found in app/components

Pixel-events.js is where we have functions that are a collection of smaller functions that were made in the canvas to work together and accomplish a feature.

For example, keyPress(event) is a collection of getting the stage, which is an Ember injection of canvas. It grabs the index of the colorID array based on the number key hit, grabs the coordinates of where the cursor's location is and calls 3 function which are all in canvas.js. This is a way to separate the code such that it makes it easier to understand what is going on.

You would direct someone here to implement a main feature that requires an event occurring on the canvas page as long as the main work is done in the canvas.js file.

canvas.js found in app/services

Canvas.js is where the bulk of the application code takes place. It declares a lot of the values that make up canvas as well as handling the initialization when the the page appears, making sure the user gets the most recent update to the canvas as well as how to update the pixel canvas. Canvas.js would be considered the 'main' part of the application, dealing with both the live-updating as well as the application itself.

Someone would be directed here if they wanted to implement individual features that would then be used in pixel-events.js

pixel-socket.js found in app/services

If canvas.js was the 'application' code, pixel-sockets.js is the 'WebSocket' code. If anyone wanted to change something that deals with how the canvas updates itself, this would be where the new member would go.

intro.hbs found in app/templates

Most of our front-end html code takes place in the intro.hbs file, so if we needed someone to work on how the landing page itself looked like, we would direct them right there.

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