I have added the following extension:

Rectangle Tool: It draws a rectangle on the canvas. It has three modes. The first mode draws on top of anything on the canvas with no fill, second mode overwrite the canvas with no fill, third mode draws on the canvas with fill color. The code make use of the populate method to list its three modes. The code is structured to dynamically work based on mode selected.  
Bucket Fill: Fills an enclosed shape found on the canvas by using p5 pixels array depending on the position of the user mouse. The extension was added using the toolbox and the extension uses class constructors with all the methods defined in the constructor function.   
Text Tool: Text tool allow writing on the canvas while changing the text font and the text size. It also allows writing to a specific pixel on the canvas. The code makes use of its draw function like other extensions to render the text; the constructor function in the class calls the method available within the class for its operation. It has no history option due to its action within the draw function. The noHistory has been added to toolbox and mouseReleased for proper handling.  
Zoom Tool: The Zoom tool can be used to increase view width and view height of any selected area on the canvas. It also uses class as its code structure and all necessary function required by toolbox are defined within the constructor function.

Layer History: This allows for easy versioning of the application, user can easily go back to previous state of their drawing application. The code has been fit in with the Helper Function of the template, and the code structure is related to other functions in the helper function constructor

Offline Capability: The application can now be used without losing the state of the application either on reload or system restarts, it automatically saves the state of the application in local storage. This is structured to work asynchronously so as not to interrupt user actions, the code is also implemented with helper functions

Canvas Image: This allows uploading an image as background of canvas

Eraser Tool: This can be used to clean/erase the canvas