

→ Alignment Modes  
↳ Full tile, half-tile, free mode

→ Add Item Button Menu

↳ List of Rooms (Essentials, Kitchen, Bathroom, Bedroom, Living/office)

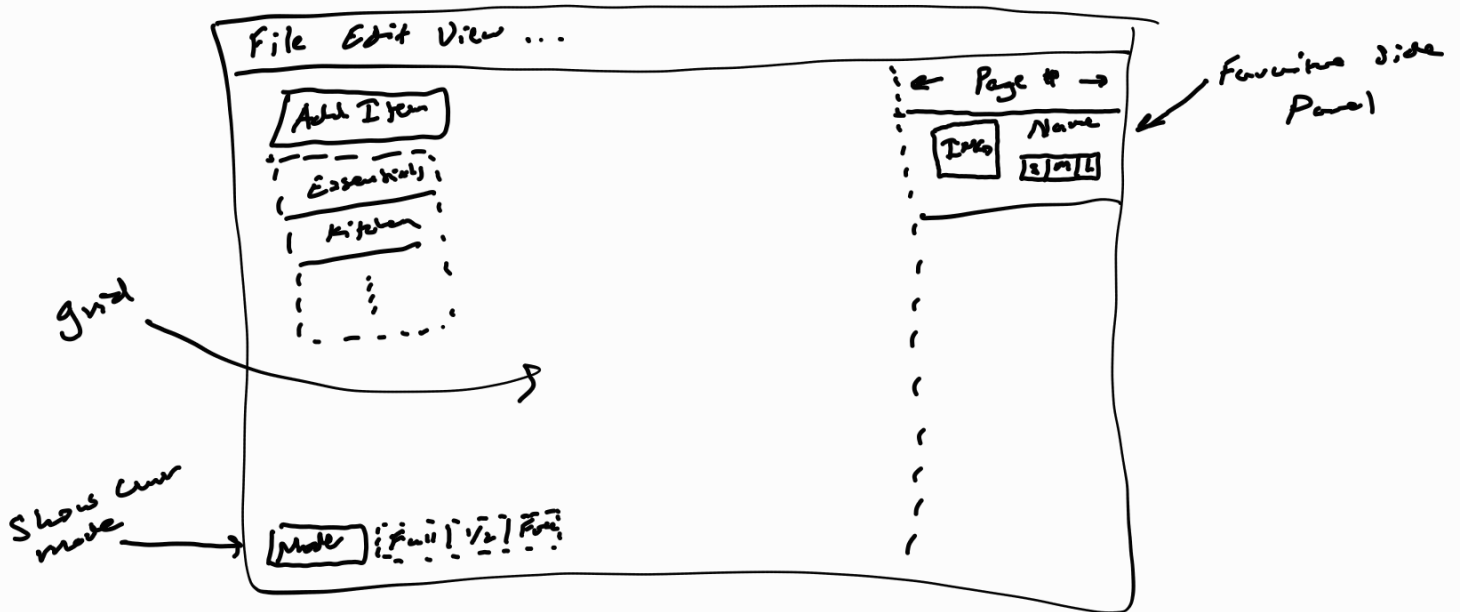
↳ Essentials → doors, windows, walls, etc.

↳ Room Furniture options in Furniture Side Panel

→ Left Click on Item → becomes cursor → Left Click to drop  
↳ Same behavior if start w/ mid-click item on plan

→ Right Click to open object's select menu  
↳ rotate, resize (S, M, L)?, move

→ cannot place objects on top of each other



## Furniture Object

dimensions?

name

draw()

to Small()

to Medium() → default

to Large()

to Icon() → for displaying in panel

## Furniture Panel

→ aggregate of Furniture Objects

→ Display name (& S/M/L menu)

→ pages with arrow navigation

→ maybe include icons

→ handle click to select

\* thick line of identifying color

# Object List

## Essentials

- door (SML)
- wall
- \* window (SML)
- Lamp (SML)
- \* Mirror (SML)
- Rug (SML)
- locn break obj; overlap

## Kitchen

- sink
- fridge
- dishwasher
- countertop (Full)
- Cabinets (Half)
- microwave (Half)
- table (SML)
- chair
- stool

## Bathroom

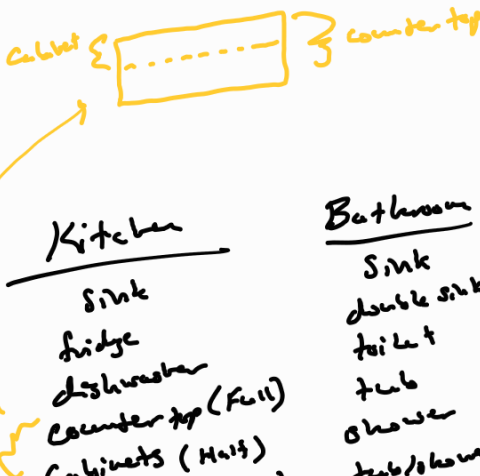
- Sink
- double sink
- toilet
- tub
- shower
- tub/shower
- floor mat (SML)

## Bedroom

- bed (SML)
- dresser (SML)
- nightstand
- Chest
- Chaset

## Living/Office

- Desk (SML)
- Chair
- Couch
- coffee table
- \* TV (half)
- TV stand (Full)



Room Furniture List  
furnitureList ← Array List < Furn Obj >

FurnitureObject

- name
- size
- getName()
- draw()
- setSmall()
- setMedium()
- setLarge()

Room Furniture Panel

- furnitureList
- populate()

- 5 Rooms: Essentials
- Kitchen
  - Bathroom
  - Bedroom
  - Living Room/Office

## User Guide: Interactive Floor Plan Creator

Welcome to the Interactive Floor Plan Creator! This user guide will walk you through the various features and functionalities of the application to help you create your own floor plans efficiently.

### Table of Contents

1. Getting Started
2. Adding Furniture Objects
3. Placing Objects on the Canvas
4. Modifying Objects
5. Saving and Loading Drawings

## 1. Getting Started

Upon launching the application, you will be presented with a user-friendly interface consisting of a grid canvas in the center and a sidebar on the left. The canvas is where you will create your floor plan, while the sidebar provides options to add furniture objects.

## 2. Adding Furniture Objects

To add furniture objects to your floor plan, follow these steps:

- Click on the "Add Item" button located on the left sidebar.
- A menu will appear with different categories of furniture objects such as "Essentials," "Kitchen," "Bathroom," "Bedroom," and "Living Room/Office."
- Select a category to view the available furniture options within that category.

## 3. Placing Objects on the Canvas

Once you have selected a furniture object from the sidebar, you can place it on the canvas by following these steps:

- Click on the box corresponding to the desired furniture object in the right sidebar.
- Next, click again on the canvas at the location where you want to place the object.
- The selected furniture object will be placed under the cursor on the canvas.

## 4. Modifying Objects

You can modify placed objects on the canvas using the following options:

- **Moving Objects:** Right-click on the object you want to move to select it. This will open a menu where you can choose the "Move" option. After selecting "Move," click on the canvas to specify the new location for the object.
- **Resizing Objects:** Right-click on the object and choose the "Resize" option from the menu to resize the object as desired.
- **Rotating Objects:** Similarly, right-click on the object and choose the "Rotate" option from the menu to rotate the object.

- **Deleting Objects:** To delete an object, right-click on it and select the "Delete" option from the menu.

## 5. Saving and Loading Drawings

You can save your floor plan drawings to a file and load them later using the file menu. Here's how:

- Click on the "File" menu located at the top of the application window.
- From the dropdown menu, select "Save" to save your current drawing to a file. You will be prompted to choose a location and filename for the saved file.
- To load a previously saved drawing, select "Load" from the "File" menu. Choose the file you want to load, and your drawing will be loaded into the canvas.

Congratulations! You are now ready to create your own floor plans using the Interactive Floor Plan Creator. Enjoy designing!