

#Meeting Agenda

Group: 20

Date: 04/10/18

Chair: Anthony T

Secretary: Hampus E

Participants: August S, Henrik T, Hampus E, Anthony T

Objectives (5 min)

Discuss how to make the canvas pixel perfect.

Discuss how to synchronize layer GUI with layer model.

Report

The layer feature, which is implemented by Anthony, is still in progress.

The functionalities of layers as well as layer the user interface are working, however, it still needs some processing and refactoring of code.

A zoom feature has been added by Henrik but it needs to be implemented into a tool. A image open feature has been implemented by Hampus.

August implemented a toolbar which lets the user set opacity, shape and size for certain tools. He also started doing some minor work on random testing.

Discussion items (35 min)

Discuss how to make the canvas pixel perfect.

- Try disable smoothing.
- Change canvas type.
- Change the way of scaling.

Discuss how to synchronize layer GUI with layer model.

- Make layer GUI listen to layer model

Outcomes and assignments (5 min)

Discuss how to make the canvas pixel perfect.

- Try to make it pixel perfect by e.g. changing from imageView to a different component. Another way is to scale the image by scaling our pixelarray and expanding/contracting pixels with it.

Discuss how to synchronize layer GUI with layer model.

- Implement a layer GUI class (which is both controller and view) and make it observe the layer model for updates.

Henrik will continue working on the zoomTool and implement pixel precision.

Anthony will continue working on layers, specifically synchronizing model with GUI.

Hampus will start to implement an undo buffer.

August will work on line-tools and write tests.

Wrap up

Unsolved issues for next meeting:

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Next meeting: Wednesday 7/10-2018