ECAW Architecture

# About Project

## Development steps

* Researching APIs and libraries
  + APIs for multimedia content
  + Libraries for canvas and content manipulation (like fabric.js for canvas)
* Create database structure
* Front-End without functionalities
* Back-end account management
* Canvas and tools with download possibility
* Store created projects for registered users
* Share on social media
* Manual testing

## VCS

* Git and GitHub

## Data

* ORM for communication with database
* RDBMS
* App will load content from public APIs that can be inserted in canvas (lazy loading)
* Illustration will be saved in SVG format on disk

# Modules

## Account management

* Opening already created projects
* Sign up / Log in
* Account edit (change password, delete account etc.)

## Illustration management

* Utilize canvas (create, edit, delete)
* Set of tools (resize, crop, add shapes, images, videos, audio)
* Export in SVG format
* Share on Facebook

## Search media content

* Different categories for content (animals, plants, art etc.)
* Images, videos
* Displaying multimedia content having the possibility to scroll and lazy load data
* Add selected object to canvas