

Canva



Group 15:

Mitchell Clarke

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Content

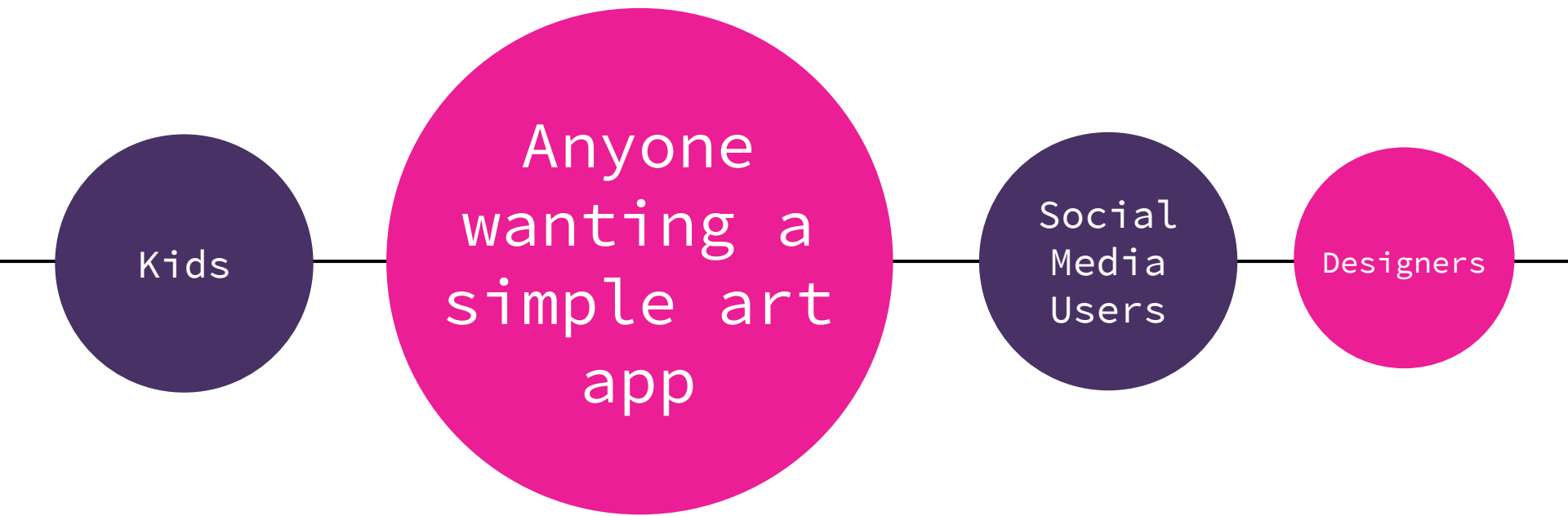
1. Our Target audience
2. Problem we are solving
3. Project progress tracking
4. Design pattern
5. Frameworks
6. Demo
7. Future features

About us

We're passionate about building great products that make people's digital interactions more fun. Despite being born just a few months ago, we have a team that is proficient with a number of skills. When we join efforts as a team, we are software developers, data analysts, economists, marketers, project managers, scientists and engineers.

We grew up in Sydney, Buenos Aires, Teheran and Nha Trang, and now we are excited to strategise and build innovative digital experiences for people all over the world!

Our target audience



The problem we are trying to solve

Enabling
everyone to
communicate
visually

Other art
apps are
complex

Sketching
ideas on a
phone is
difficult

How do we solve it?



Exporting
image for
further
editing

Use of
pre-made
stickers

Simple art
tool for
mobile

Hands-on
editing

**But wait, how are
we gonna track
progress?**

Must-Haves

In red

Nice-to-Haves

Everyone takes charge of some

Extras

Stay at the common pool til someone takes
charge

iOS - Group 15



Personal

Private


S TN MC


... Show Menu

Some Extra Features

- Loading images through the library, make is intuitive/ discoverable

- + feedback: a) when loading stickers (eg. "loading"). b) when object is selected (highlights/adds border/wobbles/expands for a second). c) when saving images (eg. "saving").

- Re-layering OR touching object that is on the background makes it come to the front. Or option "bring to the foreground".

- Saving & loading projects to/from directory

- Not clear delete (rubbish bin)

- Problems when rotating screen. We'll force portrait orientation

Add a card...

Thien

Add a card...

Mitch

Add a card...

Samaneh

Add a card...

Maggie

Add a card...

Code Tracking

project3-group-15 (Git)

Commit Pull Push Fetch Branch Merge Stash

View Remote Show in Finder Terminal Settings

WORKSPACE

- File status
- History
- Search
- BRANCHES
 - maggie
 - o master
 - mitch
 - samaneh
 - thien
- TAGS
- REMOTES
 - origin
 - HEAD
 - maggie
 - master
 - mitch
 - samaneh
 - thien
- STASHES
- SUBMODULES

All Branches Show Remote Branches Date Order

Jump to:

Graph	Description	Commit	Author	Date
	Update import photos...	261700e	Thien Nguyen <qua...	Today at 12:35 PM
	Tweaks	a87a241	Thien Nguyen <quan...	Today at 11:02 AM
	Merge commit 'b847ec9dbc7ffa39ab73deef10fa865a997466fe' into thien	1b20f95	Thien Nguyen <quan...	Today at 10:22 AM
	origin/samaneh Cleaned up the code a little bit (still have the press and hold code)	b847ec9	Samaneh Fth <sama...	Today at 10:21 AM
	tweak	8908022	Thien Nguyen <quan...	Today at 10:20 AM
	changed the delete button. stopShake runs when touching other stickers as well as touching...	07bab1f	Samaneh Fth <sama...	Yesterday at 11:43 PM
	locked the screen in portrait mode	bab11e8	Samaneh Fth <sama...	Yesterday at 1:05 PM
	Wiggle is added on delete	35a5b89	Samaneh Fth <sama...	Yesterday at 12:50 PM
	Delete button can move with sticker	0369869	Samaneh Fth <sama...	Yesterday at 1:14 AM
	Delete function working fine now	288fa0d	Samaneh Fth <sama...	Jun 2, 2018 at 8:27 PM

Sorted by path

Canva/Canva.xcodeproj/project.pbxproj

Canva/Canva/Controller/DesignViewController.swift

Canva/Canva/Controller/MainViewController.swift

Canva/Canva/Includes/gallery.bundle/016-bee.png

Update import photos + refactor

Commit: 261700e5eeb20b93ae01de5ad0101965832f2100 [261700e]
Parents: a87a241327
Author: Thien Nguyen <quangthien27@gmail.com>
Date: June 4, 2018 at 12:35:46 PM GMT+10
Labels: thien

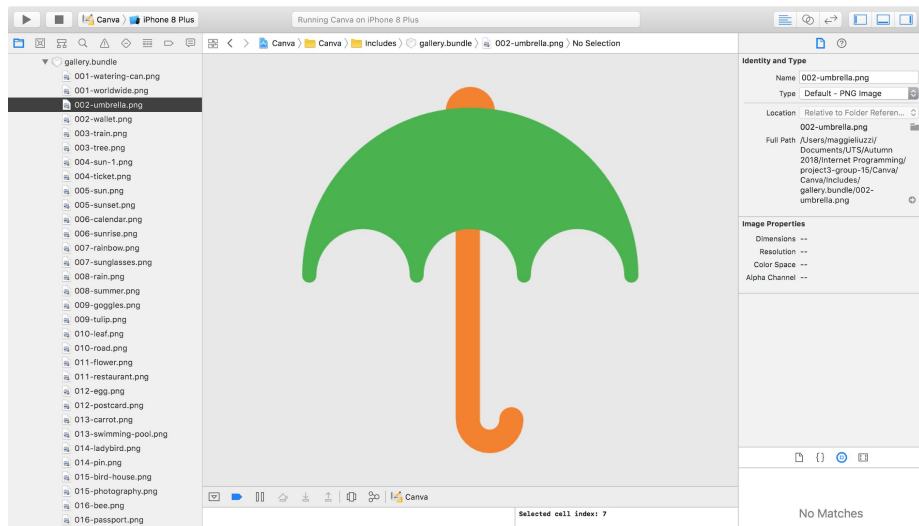
Canva/Canva.xcodeproj/project.pbxproj

Hunk 1: Lines 12-17

```
12 12 0100219B20B828500082B127 /* Helper.swift in Sources */ = {isa = PBXBuildFile,
13 13 0138845C20B9889D00F2F633 /* gallery.bundle in Resources */ = {isa = PBXBuildFile,
14 14 013C5CD720A9429A00943E5C /* AppDelegate.swift in Sources */ = {isa = PBXBuildFile,
15 15 013C5CD920A9429A00943E5C /* MainViewController.swift in Sources */ = {isa = PBXBuildFile,
16 15 013C5CDB20A9429A00943E5C /* DirectoryViewController.swift in Sources */ = {isa = PBXBuildFile,
17 16 013C5CDE20A9429A00943E5C /* Main.storyboard in Resources */ = {isa = PBXBuildFile,
18 17 013C5CE020A9429C00943E5C /* Assets.xcassets in Resources */ = {isa = PBXBuildFile,
```

Hunk 2: Lines 29-34

```
30 29 0138845B20B9889D00F2F633 /* gallery.bundle */ = {isa = PBXFileReference,
31 30 013C5CD320A9429A00943E5C /* Canva.app */ = {isa = PBXFileReference; explicitChildren = (
32 31 013C5CD620A9429A00943E5C /* AppDelegate.swift */ = {isa = PBXFileReference;
33 33 013C5CD820A9429A00943E5C /* MainViewController.swift */ = {isa = PBXFileReference;
34 32 013C5CDA20A9429A00943E5C /* DirectoryViewController.swift */ = {isa = PBXFileReference;
35 33 013C5CDD20A9429A00943E5C /* Base */ = {isa = PBXFileReference; lastKnownFileType = text.plist;
36 34 013C5CDF20A9429C00943E5C /* Assets.xcassets */ = {isa = PBXFileReference;
```

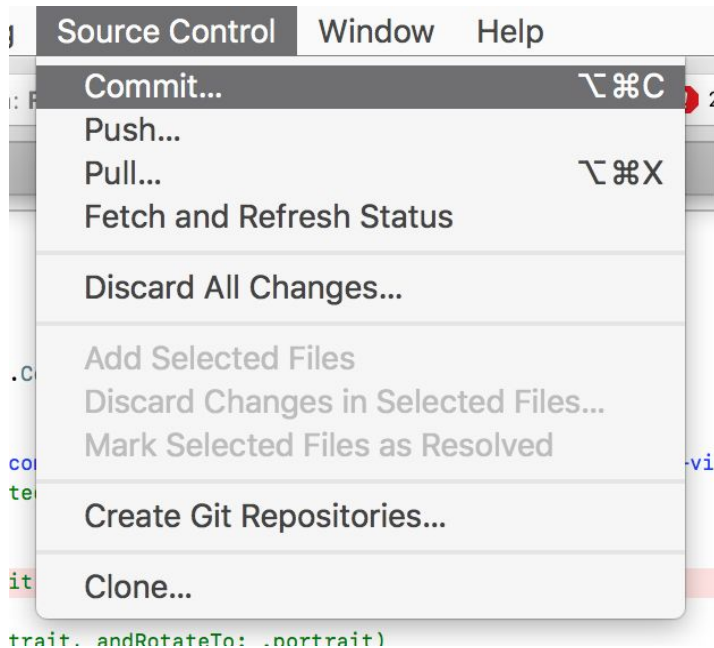


Sticker Bundle

`.getImageFileNamesFromBundle(bundle:
Global.Constants.galleryBundleName)`

Preloading sticker library:

Asynchronous | Checking for errors



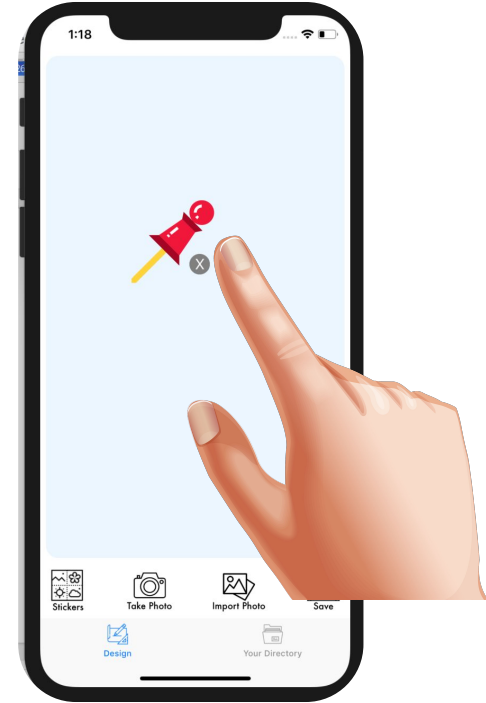
Pushing through Xcode

Xcode allows us to clone, fetch, pull, commit and push updated files to the chosen remote branch (eg. origin/maggie)

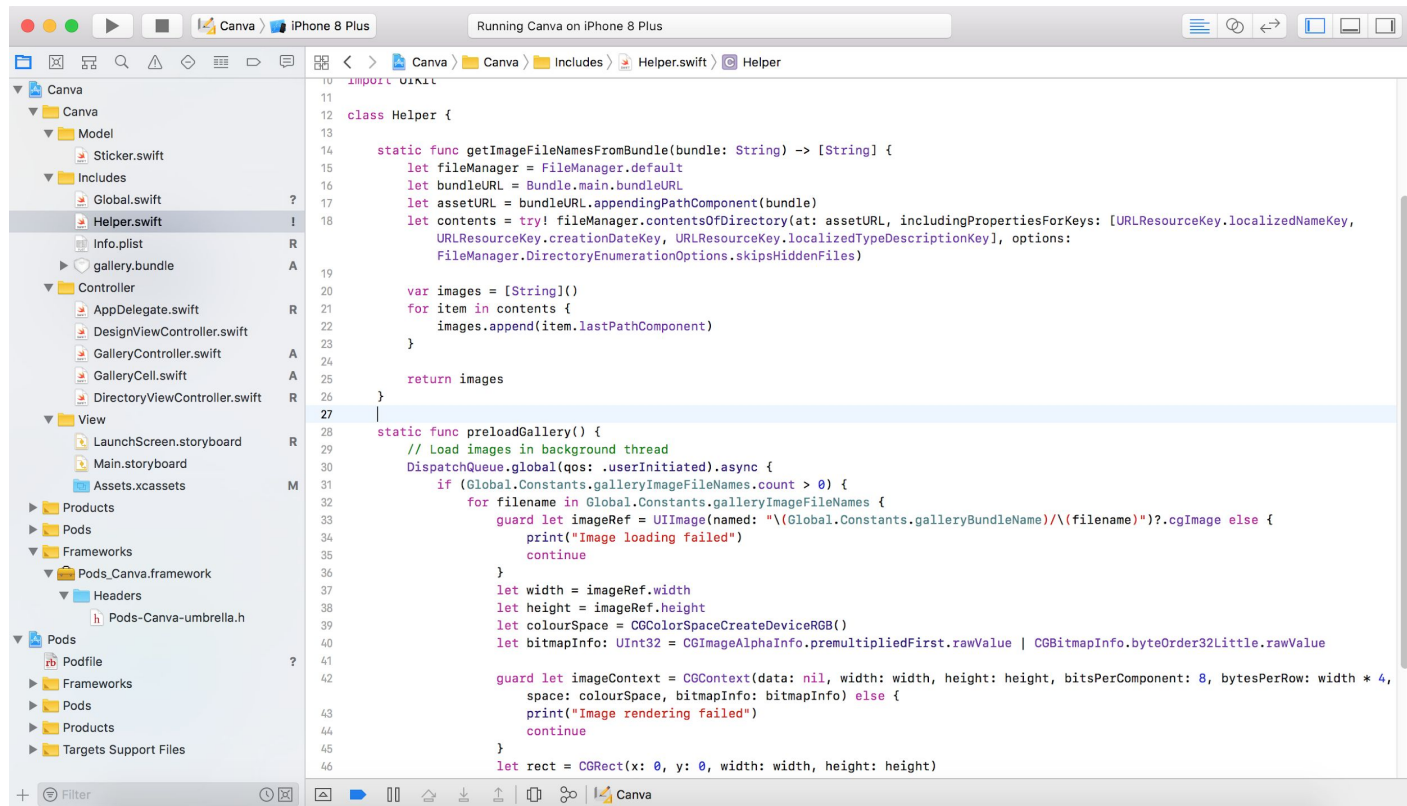
Touch Recognisers

- **Dragging:** location as touch begins and ends.
- **Rotation:** rotation before and after.
- **Pinch:** size before and after.

Multiple `UIGestureRecognizer` can be recognised simultaneously.




Design Pattern






Frameworks


- UIKit
- Core Graphics
- Image I/O


CocoaPod - SideMenu




[Pull requests](#) [Issues](#) [Marketplace](#) [Explore](#)


 [jonkykong](#) / [SideMenu](#)

 Watch


71


 Star


2,638


 Fork


336


 Code

 Issues 5

 Pull requests 0


 Projects 0


 Wiki


 Insights


Simple side menu control for iOS, no code necessary! Lots of customization. Add it to your project in 5 minutes or less.


[sidemenu](#) [cocoapods](#) [carthage](#) [storyboard](#) [menus](#) [xcode](#) [swift](#) [menu](#)

 428 commits

 60 branches

 24 releases

 21 contributors

 MIT

Branch: master ▾


New pull request

Create new file








Upload files

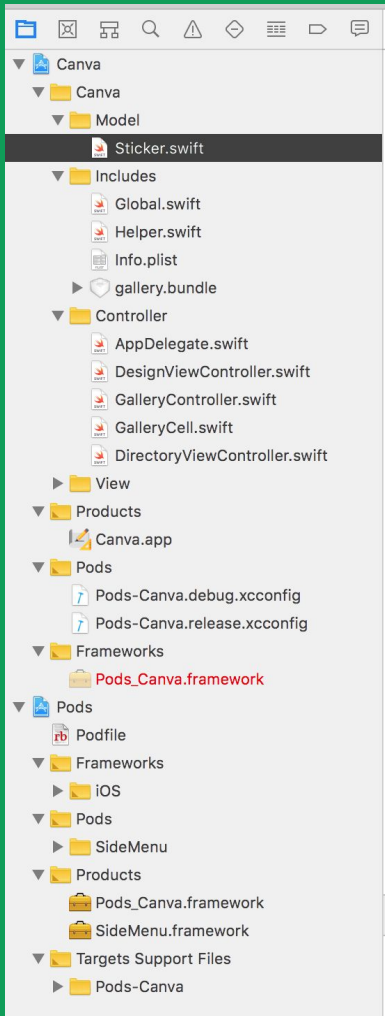
Find file

Clone or download ▾

 [jonkykong](#) Update README.md

Latest commit 83f8e46 11 days ago

 .github	Create ISSUE_TEMPLATE.md	a year ago
 Example	Updated example storyboard.	11 days ago
 ExampleTests	moving example project to main xcworkspace	2 years ago
 Pod/Classes	Merge branch 'pr/320' into 3.1.7	11 days ago
 Pods	minor change to be compliant with swift 4.1	2 months ago
 SideMenu.xcodeproj	Merge branch 'pr/345' into 4.0.0	11 days ago
 SideMenu.xcworkspace	minor change to be compliant with swift 4.1	2 months ago



```
private func exportImage(_ viewToExport: UIView?) {
    let imageRenderer = UIGraphicsImageRenderer(size: (viewToExport?.bounds.size)!)
    let image = imageRenderer.image { ctx in viewToExport?.drawHierarchy(in: (viewToExport?.bounds)!, afterScreenUpdates: true)}

    let imageData = UIImagePNGRepresentation(image)
    let pngImage = UIImage(data: imageData!)
    UIImageWriteToSavedPhotosAlbum(pngImage!, self, #selector(imageSaved(_:didFinishSavingWithError:contextInfo:)), nil)
}

@objc func imageSaved(_ image: UIImage, didFinishSavingWithError error: NSError?, contextInfo: UnsafeRawPointer) {
    if let error = error {
        let alert = UIAlertController(title: "Save error", message: error.localizedDescription, preferredStyle: .alert)
        alert.addAction(UIAlertAction(title: "OK", style: .default))
        present(alert, animated: true)
    } else {
        let alert = UIAlertController(title: "Great", message: "Canva has been saved to your photos.", preferredStyle: .alert)
        alert.addAction(UIAlertAction(title: "OK", style: .default))
        alert.addAction(UIAlertAction(title: "Go to Camera Roll", style: .default) {(UIAlertAction) in {
            UIApplication.shared.open(URL(string:"photos-redirect://")!)
        }})
        present(alert, animated: true)
    }
}
```

The importance of making readable code (eg. guessable names, consistent styling)

```
override func viewDidLoad() {
    super.viewDidLoad()

    // Uncomment the following line to preserve selection between presentations
    // self.clearsSelectionOnViewWillAppear = false

    // Do any additional setup after loading the view.
    if (Global.Constants.galleryImageFileNames.count > 0) {
        for filename in Global.Constants.galleryImageFileNames {
            self.images.append(UIImage(named: "\(Global.Constants.galleryBundleName)/\(filename)"))
        }
    }
}
```

```
func updateVisibleStickers(sticker: Sticker) {
    stickers.append(sticker)

    for sticker in stickers {
        if (!sticker.loadedIntoView) {
            self.canvaView.addSubview(sticker)

            sticker.loadedIntoView = true
        }
    }
}
```

```
func applicationWillEnterForeground(_ application: UIApplication) {
    // Called as part of the transition from the background to the active state; here you can undo many of the changes made
    // on entering the background.
    Helper.preloadGallery()
}
```



```
@IBAction func buttonTakePhotoTapped(_ sender: Any) {  
    if UIImagePickerController.isSourceTypeAvailable(.camera) {  
        let imagePicker = UIImagePickerController()  
        imagePicker.delegate = self  
        imagePicker.sourceType = .camera;  
        imagePicker.allowsEditing = false  
        self.present(imagePicker, animated: true, completion: nil)  
    }  
}
```

```
@IBAction func buttonSaveToAlbumTouchUp(_ sender: Any) {  
    self.generator.notificationOccurred(.success)  
    self.exportImage(self.canvasView)  
}
```

```

override func viewDidLoad() {
    super.viewDidLoad()
    // Do any additional setup after loading the view, typically from a nib.

    let edgePan = UIScreenEdgePanGestureRecognizer(target: self, action: #selector(screenEdgeSwiped))
    edgePan.edges = .left
    view.addGestureRecognizer(edgePan)

    Helper.preloadGallery()

    canvaView.backgroundColor = Global.Constants.canvaBackgroundColor
}

```

```

@objc func screenEdgeSwiped(_ recognizer: UIScreenEdgePanGestureRecognizer) {
    if recognizer.state == .recognized {
        self.performSegue(withIdentifier: "segueDesignToSideMenu", sender: self)
    }
}

```

Canva > Canva > Includes > Info.plist > No Selection		
Key	Type	Value
▼ Information Property List	Dictionary	(17 items)
Privacy - Camera Usage Description	String	\$(PRODUCT_NAME) camera use
Privacy - Photo Library Additions Usage Descr...	String	To allow saving of created images to the photo gallery

The Canva Demo



Next in line

- Saving/loading artwork
 - Layers
 - Filters
 - Sync with other social media apps (e.g. Instagram)
 - More visual elements
 - Text fields
 - Simple shapes
 - External sticker packs
 - Ability to create stickers
-

Contact

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Thien Nguyen



Any questions?