

Telerik Academy

Javascript DOM and UI

June 2014

Team “Meat”

Client-side JavaScript application

Pork Paint

I. Introduction

“Pork Paint” is a client-side JavaScript application which allows the drawing of simple pictures in a web browser.

II. Team “Piglet” Members

The team's members are the following students (ordered by first name in ascending order):

Daniela Penkova – <http://telerikacademy.com/Users/Regina05>

Dobromir Zlatkov – <http://telerikacademy.com/Users/dobromir.zlatkov>

Emil Slavov – <http://telerikacademy.com/Users/easlavov>

Stoyan Berov – <http://telerikacademy.com/Users/stoberov>

Stoyan Todorov – <http://telerikacademy.com/Users/sttodorov>

Vanina Nenova – http://telerikacademy.com/Users/vanina_nenova

Viktor Dakov – <http://telerikacademy.com/Users/tddhome>

III. Project overview

1. Name and concept

We decided to name our application “Pork Paint” because of that name’s relation to the team’s own name (“Meat”).

The user of the application can freely draw a variety of plane figures on a white canvas. The SVG-based UI allows the choice of colors - both predefined and custom. Already drawn figures can be moved around and removed. If the drawing is worth keeping, it can be saved as a PNG file locally.

2. Features list

- draw shapes. Choose from a simple line, a rectangle and a circle, or even more - an isosceles triangle and a right triangle;
- select colors for fill and stroke styles;
- set the width of the stroke;
- move already drawn figures around;
- remove figures;
- save pictures locally.

3. Requirements fulfilled

- Canvas used for the drawing field;
- SVG used for the UI;
- Animations used in the drawing board;
- Compatibility across all modern browsers.

IV. Git depository URL

<https://github.com/wlksS/Team-Meat>