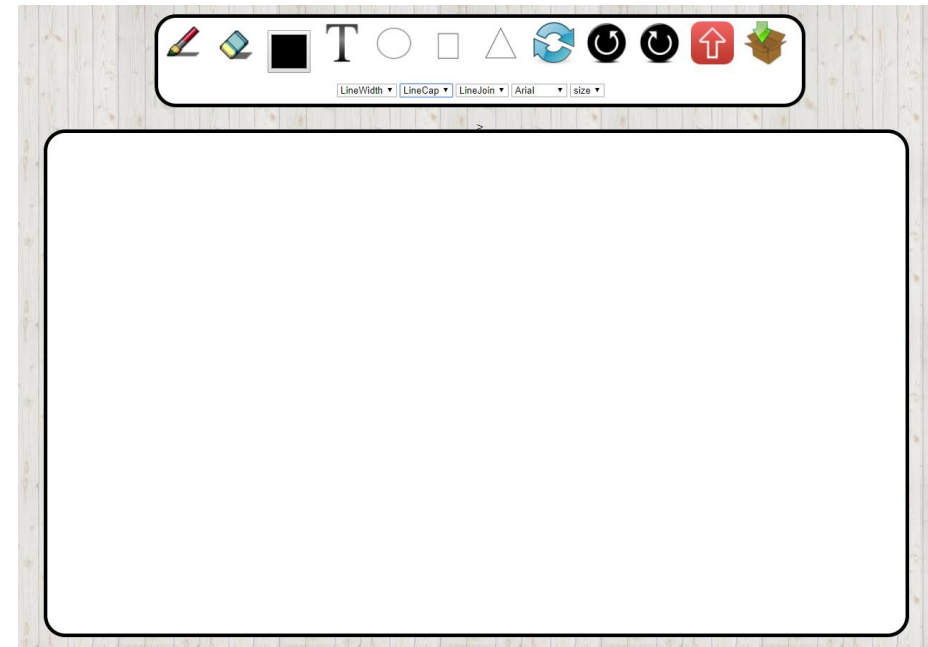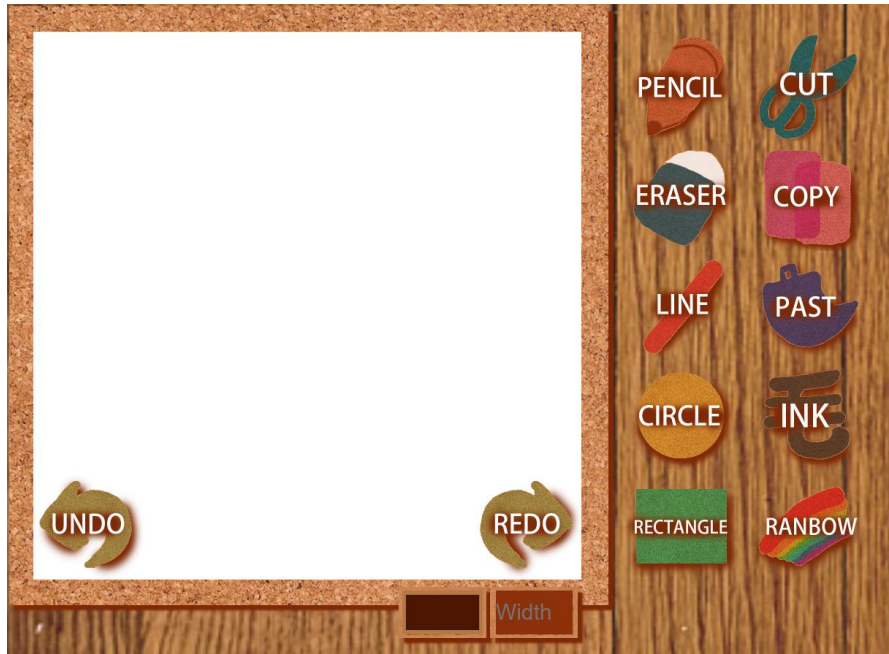# Assignment 01 Painter

10% of Total Score

Painter

Goal

- Create your own web page with **HTML5 canvas element** where we can draw somethings.

- Beautify appearance **(CSS)**.

- Design user interaction widgets and control tools for custom setting or editing (**JavaScript**).

- Describing the functions of your canvas in **README.html**

Basic components

- Basic control tools (30%)
  - Brush and eraser
  - Color selector
  - Simple menu
- Cursor icon (10%)
  - The image should change according to the currently used tool
- Refresh button (10%)
  - Reset canvas

Advance tools

- Different brush shapes (15%)
  - Circle, rectangle and triangle (5% for each shape)
- Un/Re-do button (15%)
- Download (15%)
  - Download current canvas as an image file

Appearance (subjective) 5%

Extra

- Text input (10%)
    - User can type texts on canvas(5%)
    - Font menu (typeface and size)(5%)
- Or other useful widgets(describe on README.html)

Scoring

Item	Score
Basic components	50%
Advance tools	45%
Appearance (subjective)	5%
Other useful widgets (describe on README.html)	1~10%

Reminder

- Deploy your web page to server, and ensure it works correctly.
    - Your main page should be named as "**index.html**"
    - DO NOT MODIFY index.html
    - URL should be : https://softwarestudio.2y.idv.tw/~[studentID]/painter/index.html
- You should push complete source code to Git.
    - Index.html File locate git@SoftwareStudio.cs.nthu.edu.tw:[studentID].git/painter/index.html
    - JS File locate git@SoftwareStudio.cs.nthu.edu.tw:[studentID].git/painter/painter.js
    - README File locate git@SoftwareStudio.cs.nthu.edu.tw:[studentID].git/painter/README.html
    - Other source code

Notice

- Deadline: 2019/04/04 23:59 (commit time)
  - Delay will get 0 point
  - Copy will get 0 point
  - Didn't commit to Git get 0 point
  - "屍體" and 404 is not allowed