

Scribble Dash Milestone #1 Requirements

This requirements document explains Scribble Dash's Milestone #1 requirements. For each milestone, a new requirements document and an updated Figma file will be created. You can find all current milestones in the [members area](#).

The mockups show the exact look and colors of a specific UI element. The app has a single theme, but no light or dark theme.

Note that this serves to give you an overall impression of what the app should be able to do. Feel free to decide how you implement specific things (e.g., how you display a specific loading progress or how you specify error messages if not specified in the mockups).

You can find the mockups for Scribble Dash here:

<https://www.figma.com/design/TTnnjuj2SSijQWo2KI5Eg0/Milestones%3A-ScribbleDash?node-id=4002-619&p=f&t=cMEPJGsltty1nquo-0>

Furthermore, you can download the FIG file for local editing here:

[Milestones_ScribbleDash.fig](#)

Milestone #1 Goal

No app variants - just pure, unfiltered creativity!

Unleash your inner artist! 🖌️ Draw freely on a canvas, knowing you have the power to **undo** mistakes and **redo** strokes like a true digital Picasso.

Icons

All icons for the app can be Material design icons or taken from the mockups as SVG (in case an equivalent Material icon doesn't exist)

Technical Requirements

- **Home Screen**
 - App title at the top left corner of the screen
 - Main content centred with top offset
 - Title: "Start drawing!"
 - Subtitle: "Select game mode"
 - Game Mode UI component
 - Has the name of the mode at the far left
 - Image at the far right
 - Thick green border
 - On tap, navigate to the *DrawScreen*
 - Bottom navigation bar with two destinations
 - Right-hand side - Home destination
 - Left-hand side - *This destination will be revealed in the next milestone*
- **One Round Wonder game mode flow**
 - **Difficulty Selection Screen**
 - Close icon at top right corner
 - On tap pop screen to return to *HomeScreen*
 - Main content of the screen is placed in the center of the screen with a slight offset to the top
 - Title: "Start drawing!"
 - Subtitle: "Choose a difficulty setting"

- Row of difficulty option UI components
 - Navigate to the *DrawScreen* when any of the options are tapped
 - *The click behaviour is the same for all the options in this milestone*
 - Difficulty options are:
 - Beginner
 - Challenging
 - Master
 - The items are not perfectly aligned on the x-axis
- **Draw Screen**
 - Close icon top right of screen
 - On tap pop screen to return to *HomeScreen*
 - Drawing canvas
 - 1:1 aspect ratio with rounded corners
 - White background
 - Grid lines to create nine equally sized squares
 - Bottom buttons row
 - Undo button
 - Remove last drawn path from canvas
 - A max of 5 undos must be kept
 - When user adds a 6th undo, then the oldest one must be removed and the latest undo (the 6th one) added to the top of the stack the latest undo
 - Disabled when canvas contains no paths
 - Redo button
 - Put back the most recently removed path to the canvas

- A maximum of 5 paths should be kept
- Clear the stack of recently undone paths when the user draws a new path
- Disabled when the stack of undone paths is empty (i.e. there is nothing to redo)
- Clear Canvas button
 - On tap
 - Remove all paths from canvas
 - Remove all saved recently undone paths
 - Disabled when the canvas has no paths drawn on it

Video Suggestions

Get a head start on how to draw paths on a canvas by checking out Philipp's video on the topic: https://youtu.be/Eq1ZgoI_QPQ?si=Da2vdhbXDjUz3Z3w