



CS4530 Final Project Group 101 - Drawing and Telestrations Game

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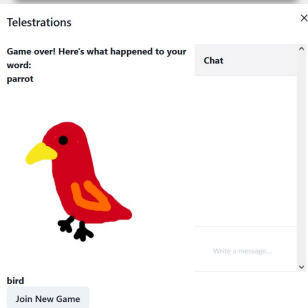
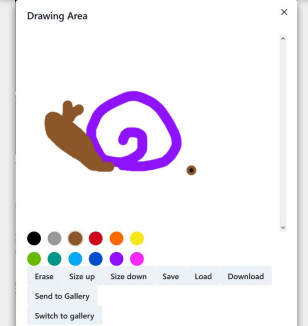
Drawings

Our core feature is the ability to create drawings! By interacting with a **DrawingArea**, the user opens a lightweight canvas with options for paint color, brush radius, and erasing. Images can be saved to a local **PNG** file, or they can be stored in the client and resumed later.

The **DrawingArea** is also an art gallery! Users can toggle into viewing mode, where they can see images drawn by themselves and other players. Gallery images are displayed with selectable frames.

Telestrations

In **Covey.Town**, we implemented a new game that utilizes drawings! Telestrations supports 2+ players, and there are three phases to the game. First, each player selects a secret word. The word is given to the player on their left, who draws it. The drawing is given to the next player, who must guess what it represents. The game continues until each player has contributed to the path of every secret word. The game will always end on a guess—if there are an even number of players, they will draw their own secret word first. Once the game is over, players can view the entire progression of their secret word, to see how well the others were able to preserve the original meaning.



Our Tech Stack and Design

Our features are implemented in accordance with existing **GameArea** architecture in **Covey.Town**. The frontend components communicate with a controller, which manages the transfer of data to the backend. The **DrawingArea** is also a **GameArea**—it's simply limited to one player. Saving an image is implemented by sending a **GameMove** command to a controller! Drawings were implemented using a forked version of [react-canvas-draw](#).

[Demo](#)



[Source](#)

Further Improvements

In the future, we would like to implement the ability to host an art show, including a feature where users can vote on their favorite drawings. Furthermore, in the future, we would like to add the feature of drawings being stored directly on the **Covey.Town** map, like hanging on the walls. The challenges to implementing this feature include scaling the images as well as finding a way to communicate the image changes from the **DrawingArea** to the **Covey.Town** map.