

# ProcGen



# People

<b>Chris Prichard</b>	<b>- Project Manager</b>
<b>Will Pittman</b>	<b>- Documentation</b>
<b>Patrick Carroll</b>	<b>- Tech Lead</b>
<b>Corey Fredericks</b>	<b>- Backend Dev</b>
<b>Scott Shawcroft</b>	<b>- Frontend Dev</b>
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# Overview

**ProcGen is aimed at promoting the use of procedurally generated textures as opposed to pixel based textures.**

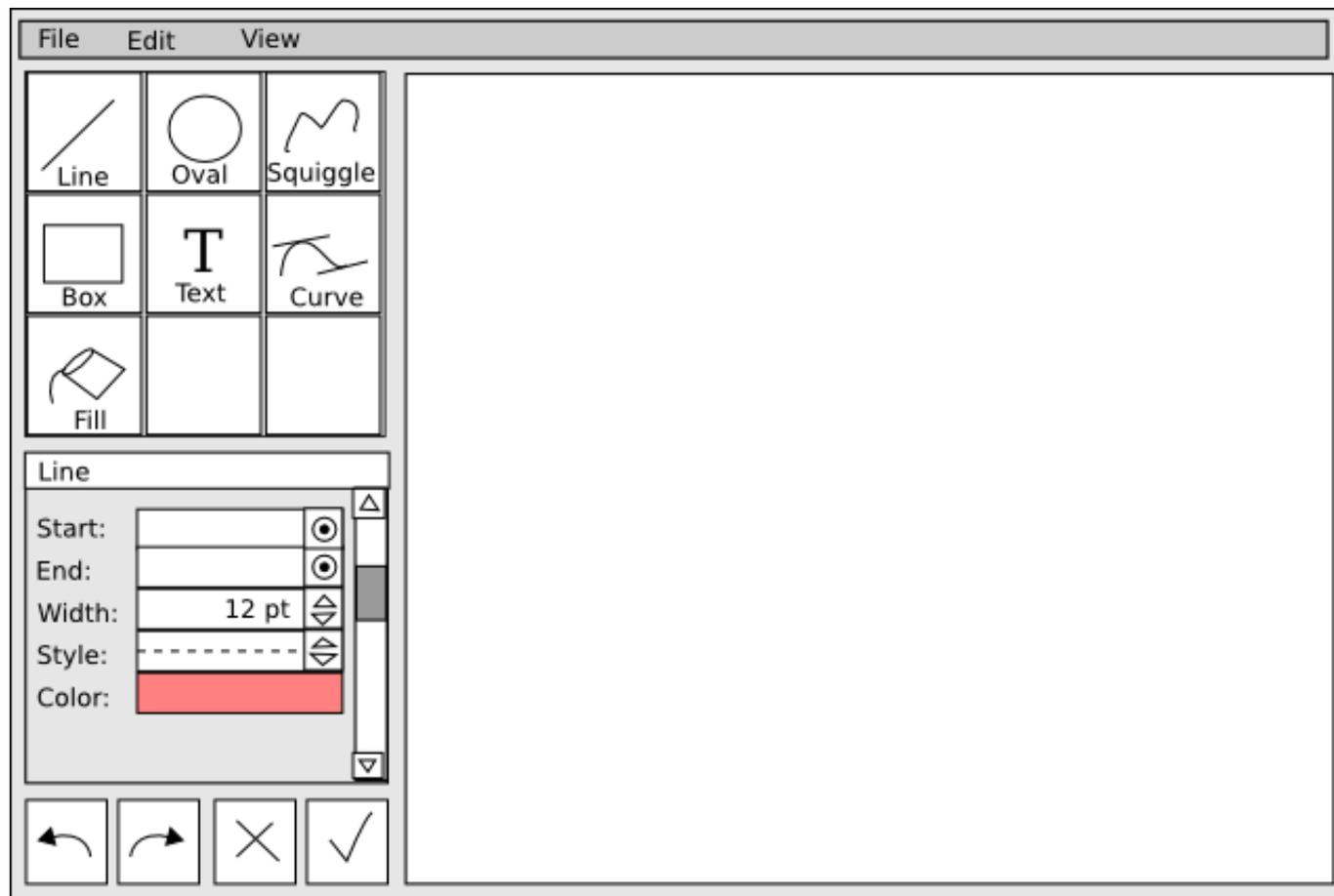


# Features

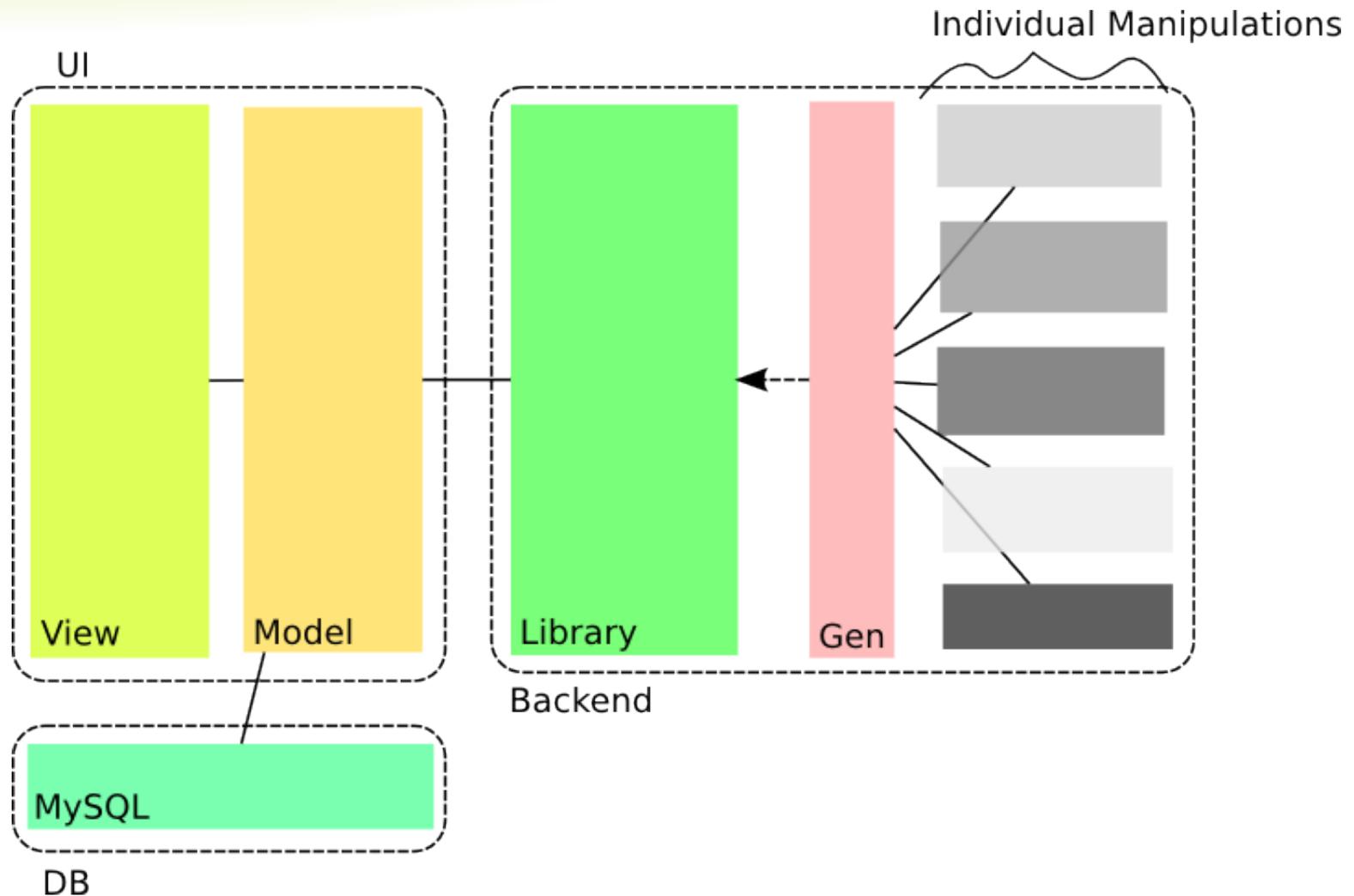
- \* **Drawing methods**
  - ^ **Line**
  - ^ **Oval**
  - ^ **Rectangle**
  - ^ **Noise**
- \* **Extensible Library**
- \* **Local and Remote Storage**
- \* **Undo/Redo**



# Design



# Architecture



# Technology

- \* **C#**
  - **Visual Studio**
- \* **Subversion**
- \* **Trac**
- \* **MySQL**

