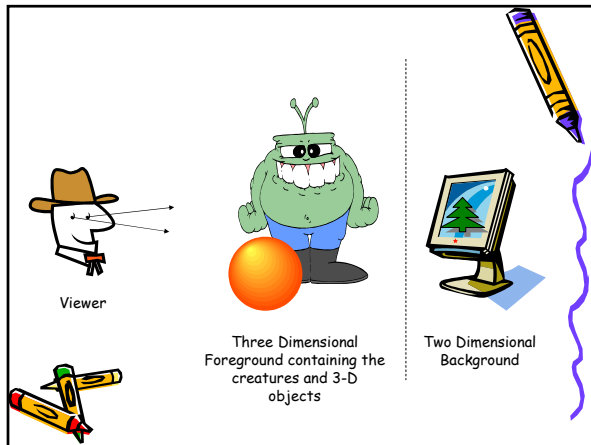


Goal

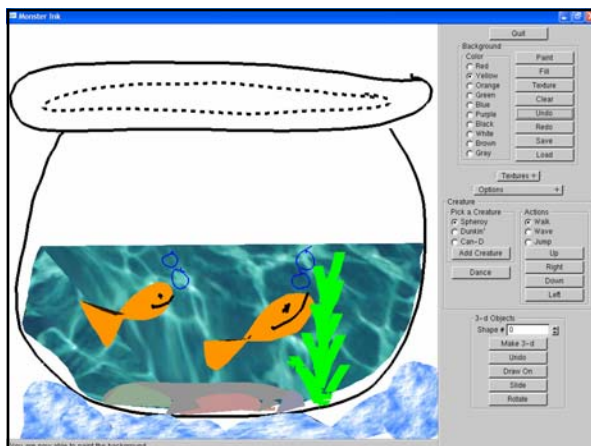
To design an easy to use scenery sketcher where the user can draw a flat background and 3-d objects. The user is then able to add creatures that perform actions.



Background

In the background the user can...

- draw lines and filled objects,
- use texture fills,
- and customize these with several options.



Foreground

In the foreground the user can...

- create 3-d objects,
- draw on top of the 3-d objects,
- and add and control 3-d creatures.

