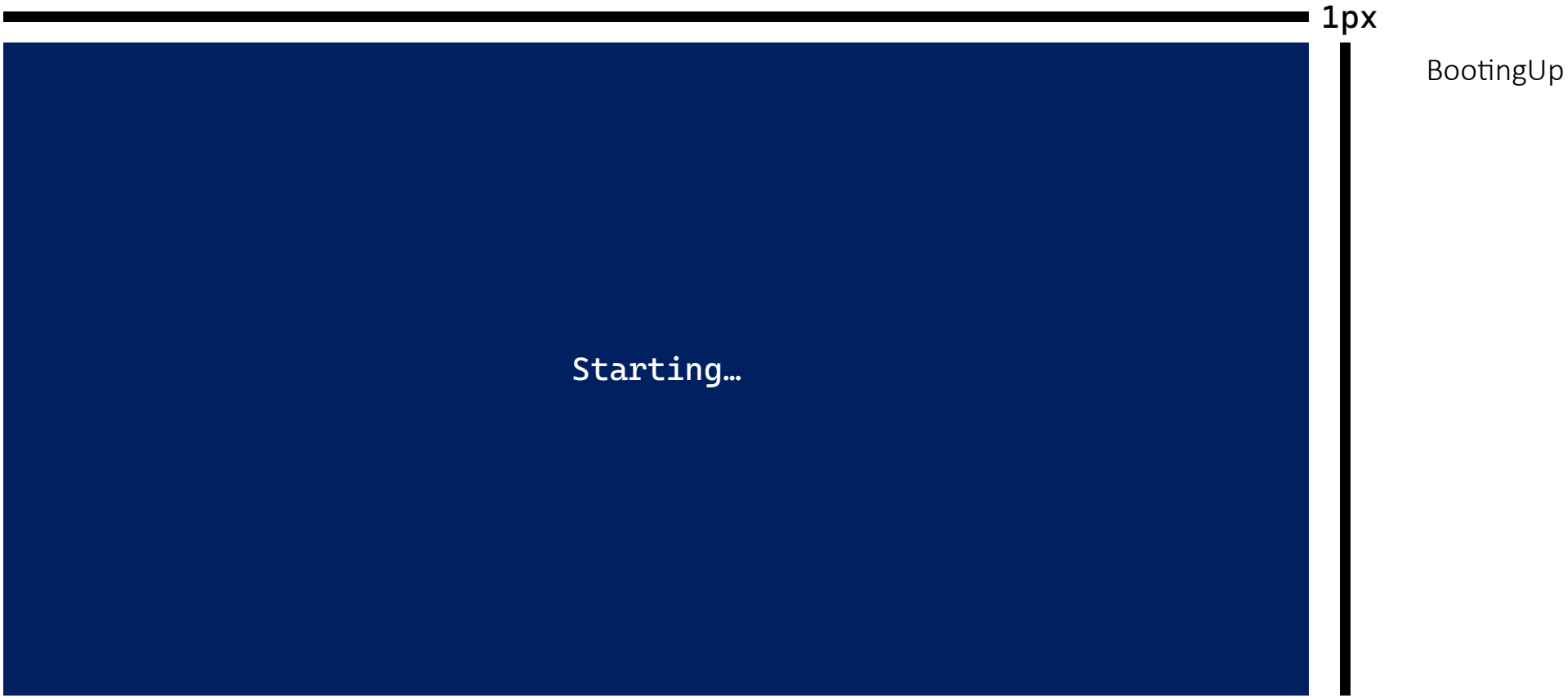
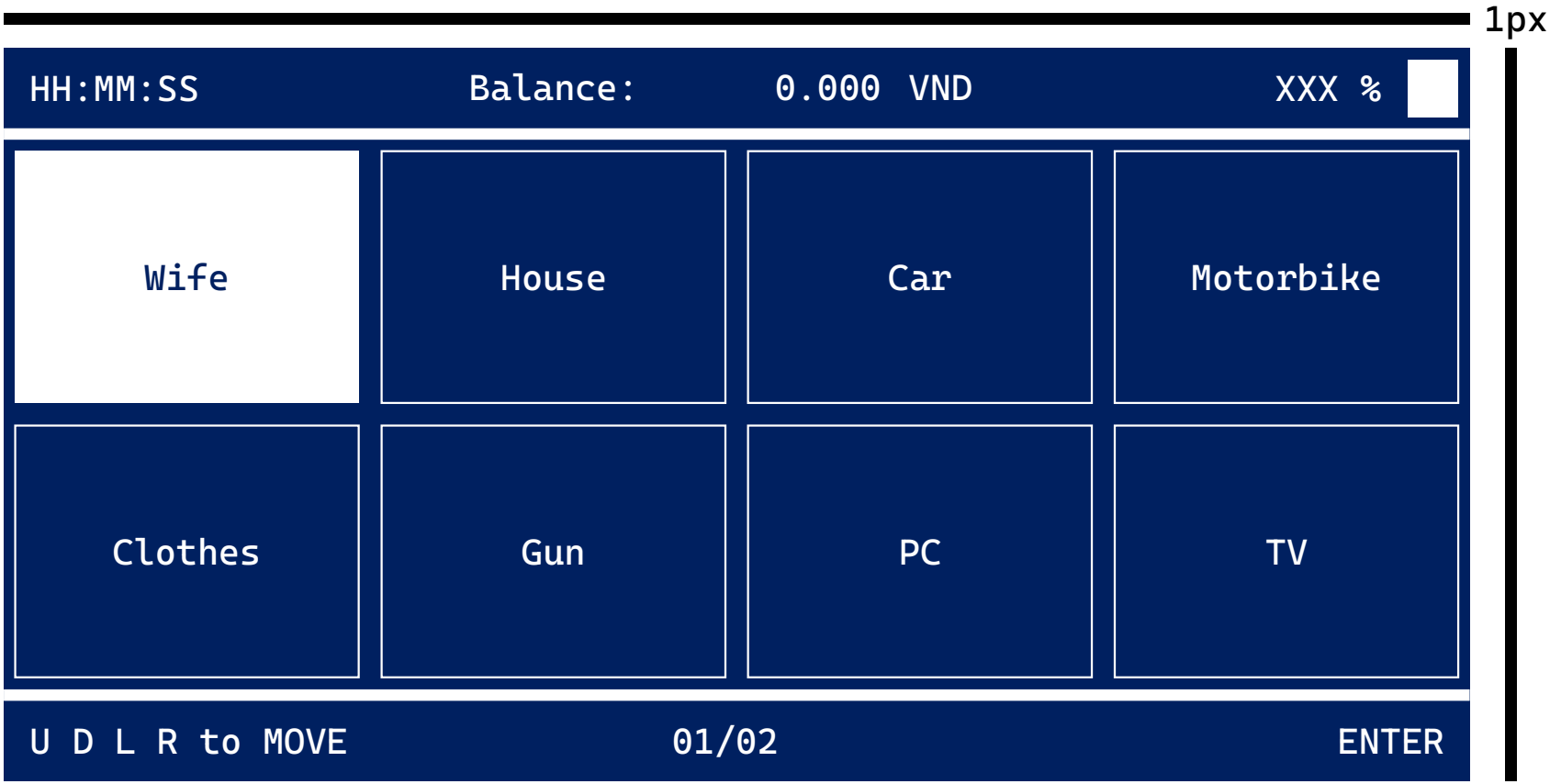
1px



Keyboard touch -> do nothing

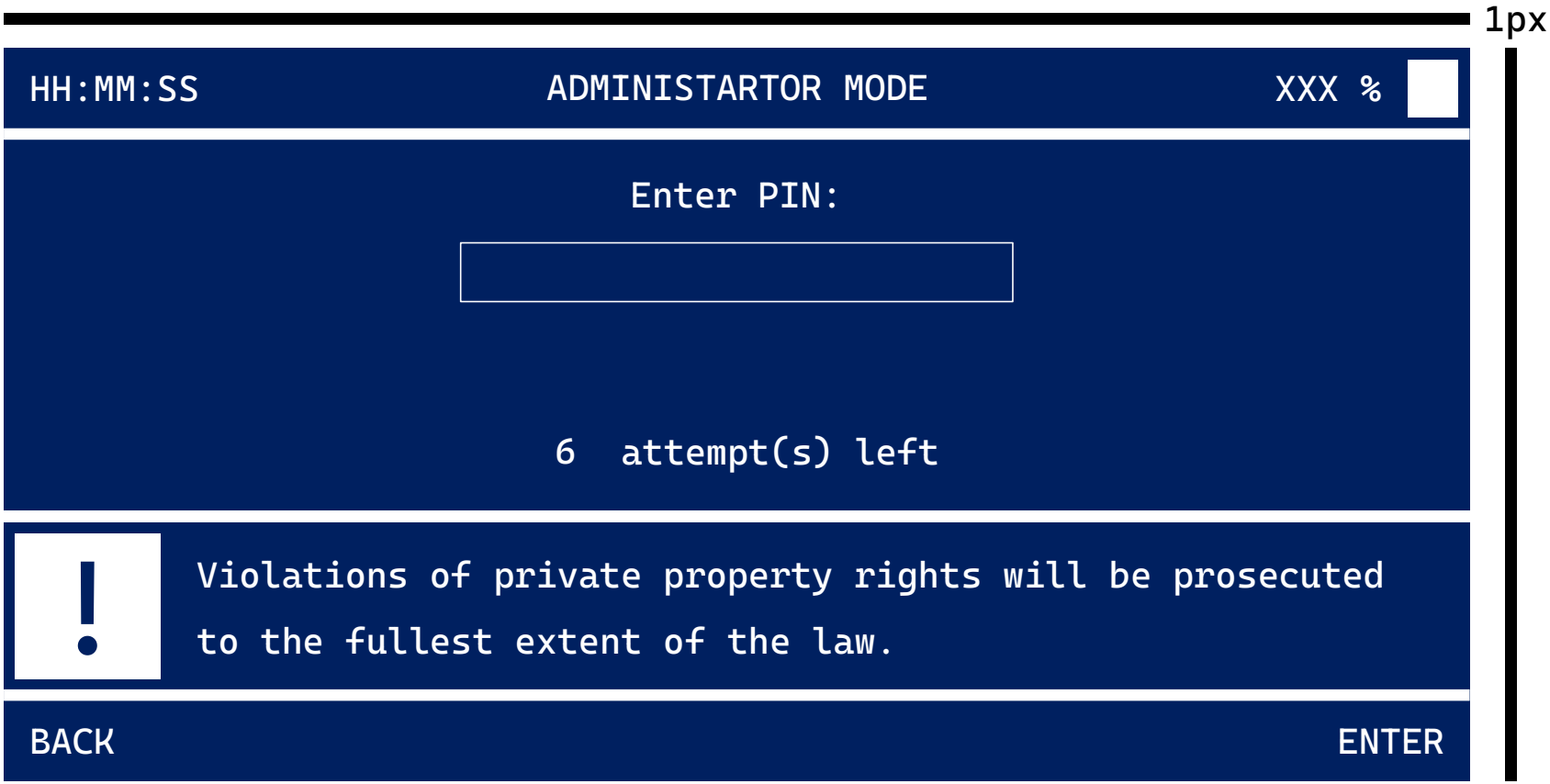
This is a just a screen, the system might not actually be booting up but giving it some 5 secs startup delay will let it runs cool



MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> do nothing
1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage
0 -> pressed then open AdPassPage (only if the balance is 0)



AdPassPage

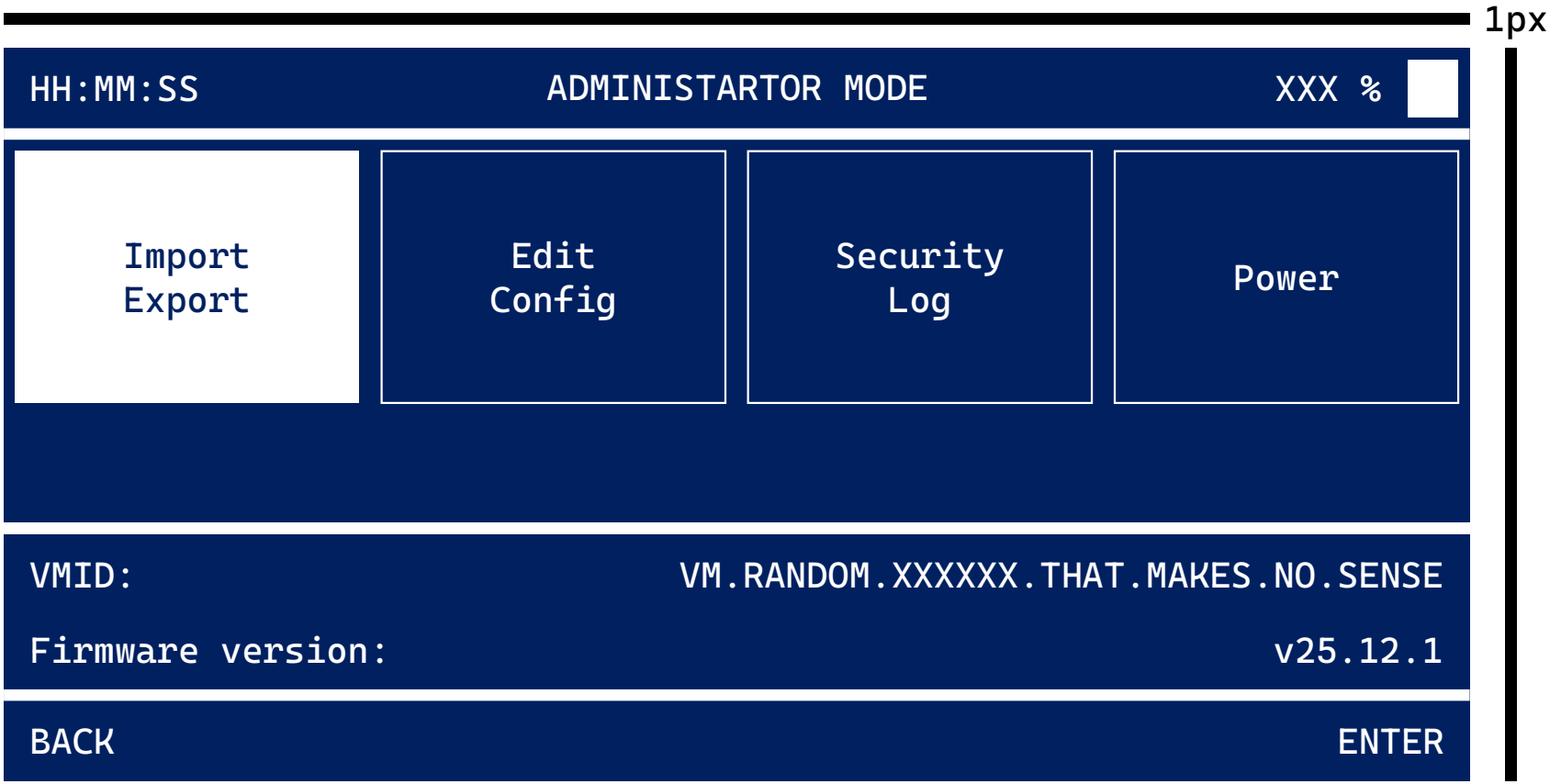
Initial:
Attempt = 6 if lastAttempt <= 0 else attempt = lastAttempt.
Reset every 2 hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode
ENTER -> submit PIN
DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode
PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as “*” instead of plaintext, no hide/unhide action to skim through the PIN while entering)

AdPassPage

Initial:
Attempt = 6 if lastAttempt <= 0 else attempt = lastAttempt.
Reset every 2 hours

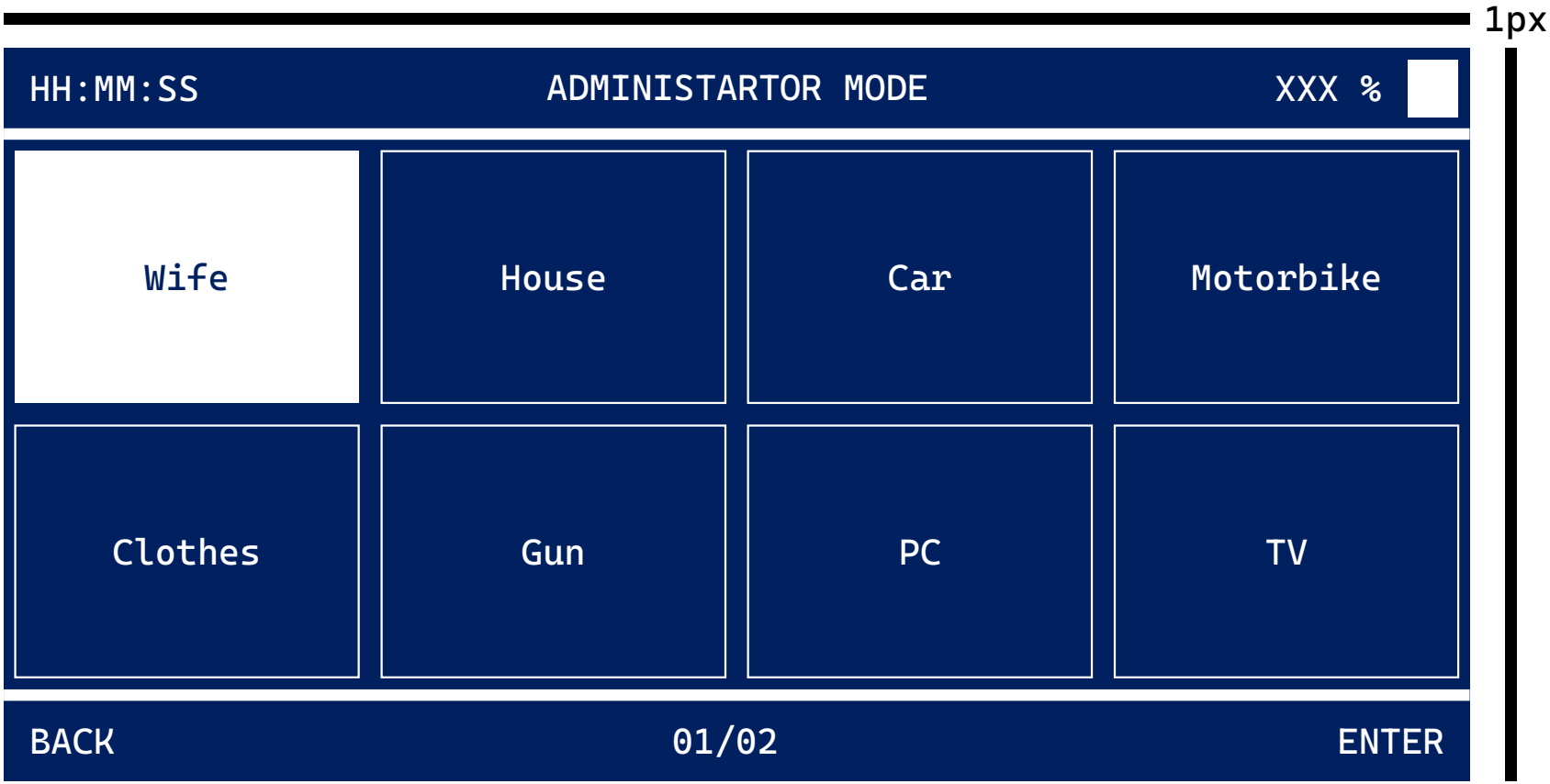
UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode
ENTER -> submit PIN
DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode
PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as “*” instead of plaintext, no hide/unhide action to skim through the PIN while entering)



AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

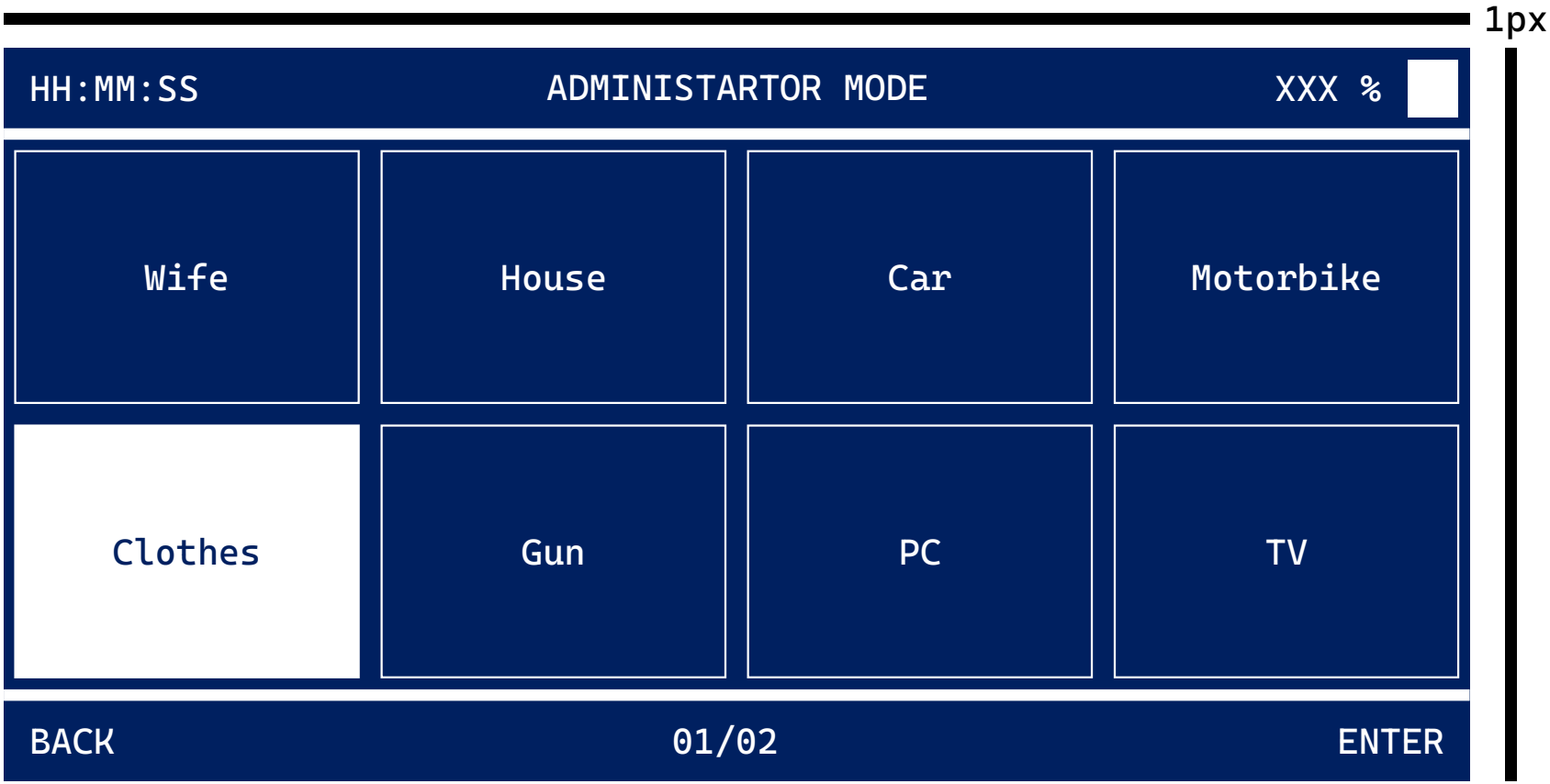
UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

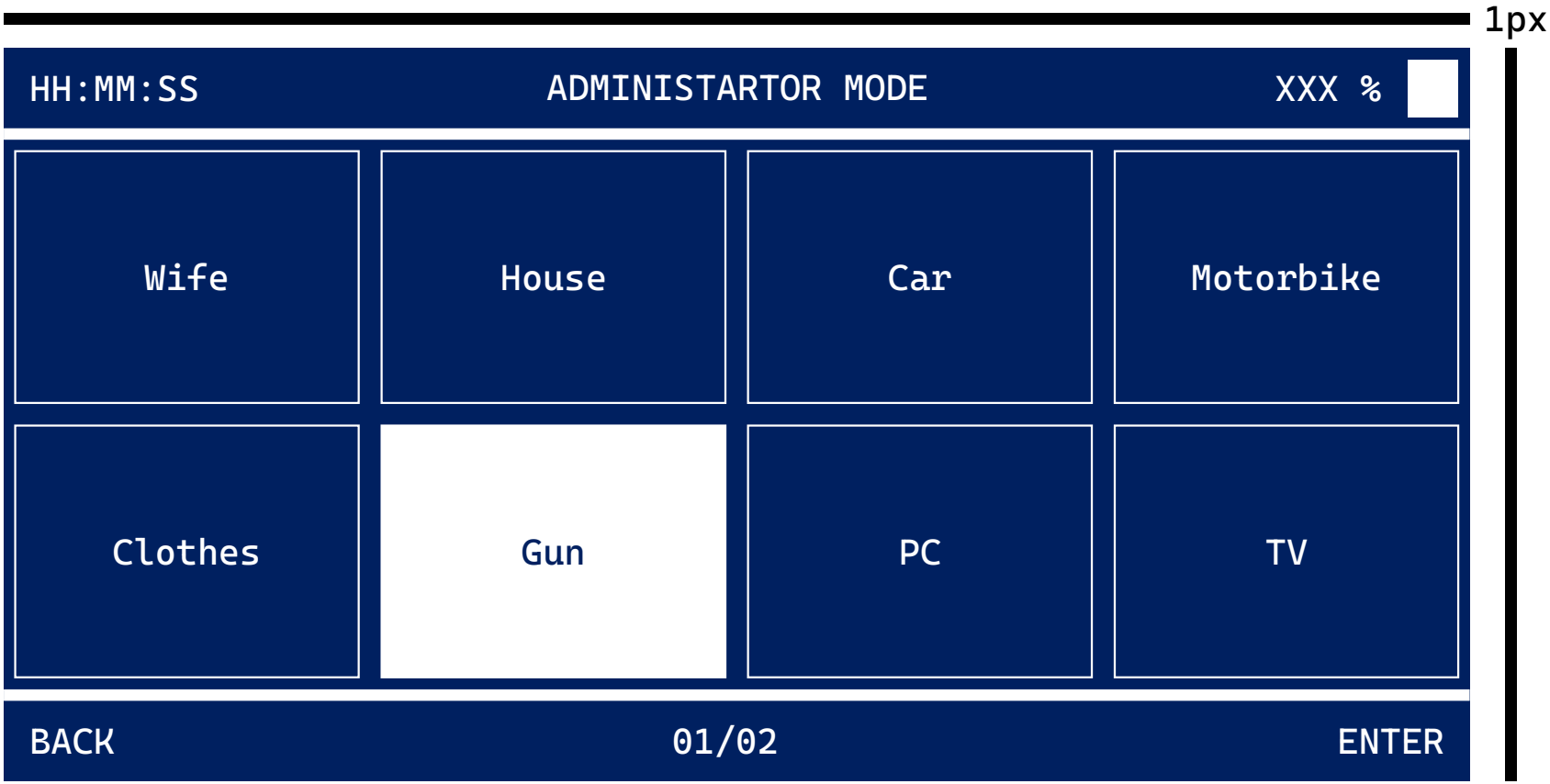
UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to AdminPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

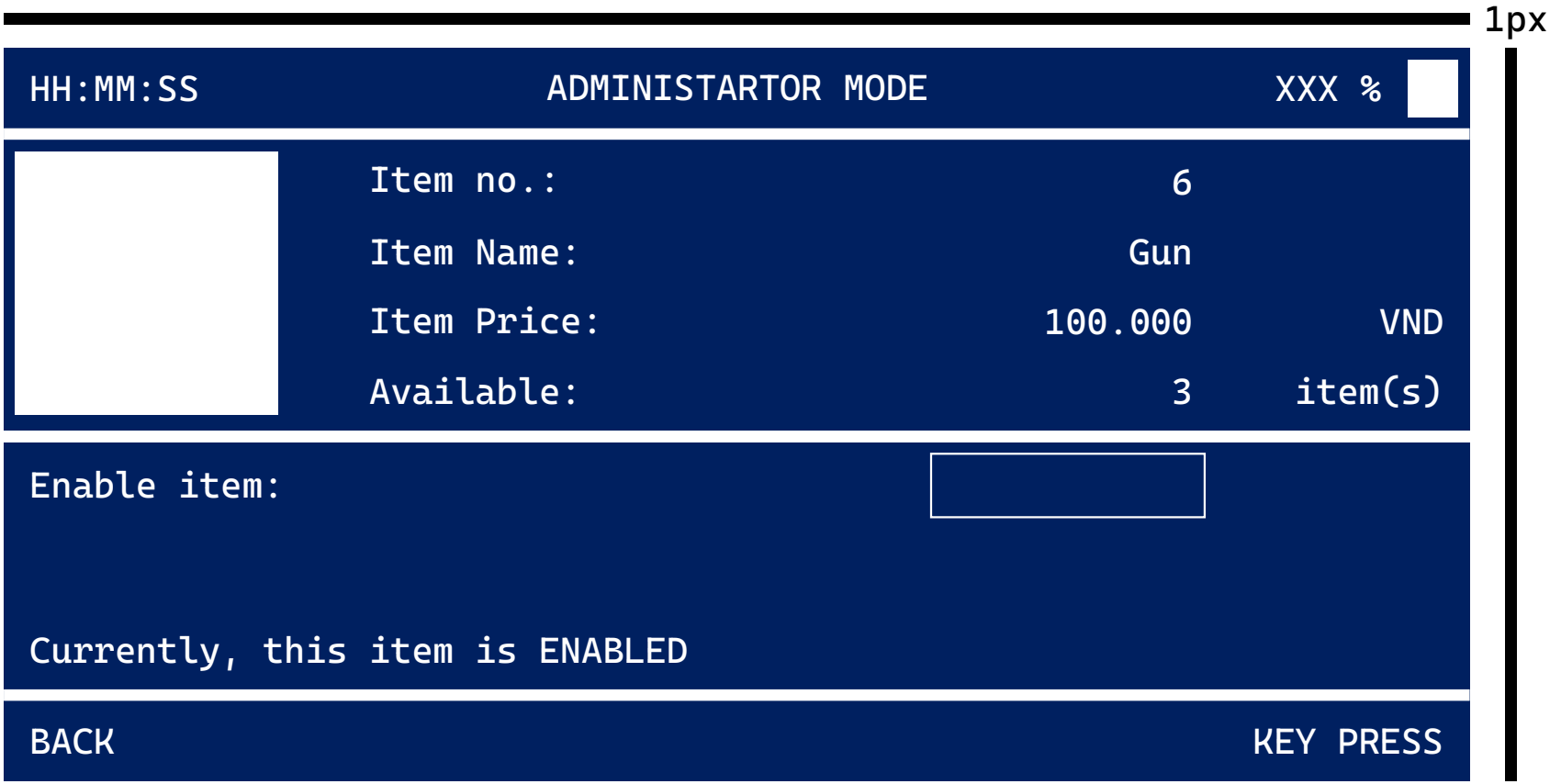
UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to AdminPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



AdminPage

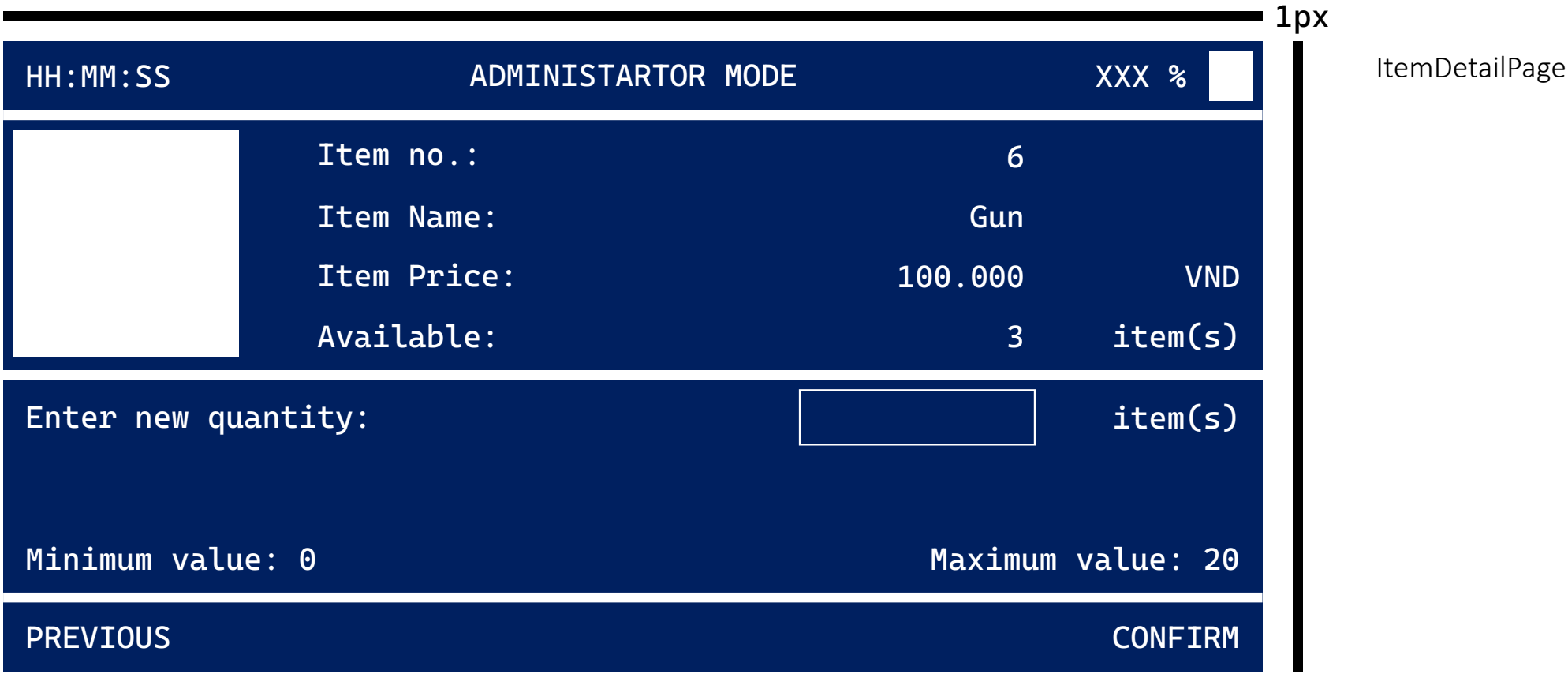
Initial:
ID = 1 if lastID = null else ID = lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to AdminPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



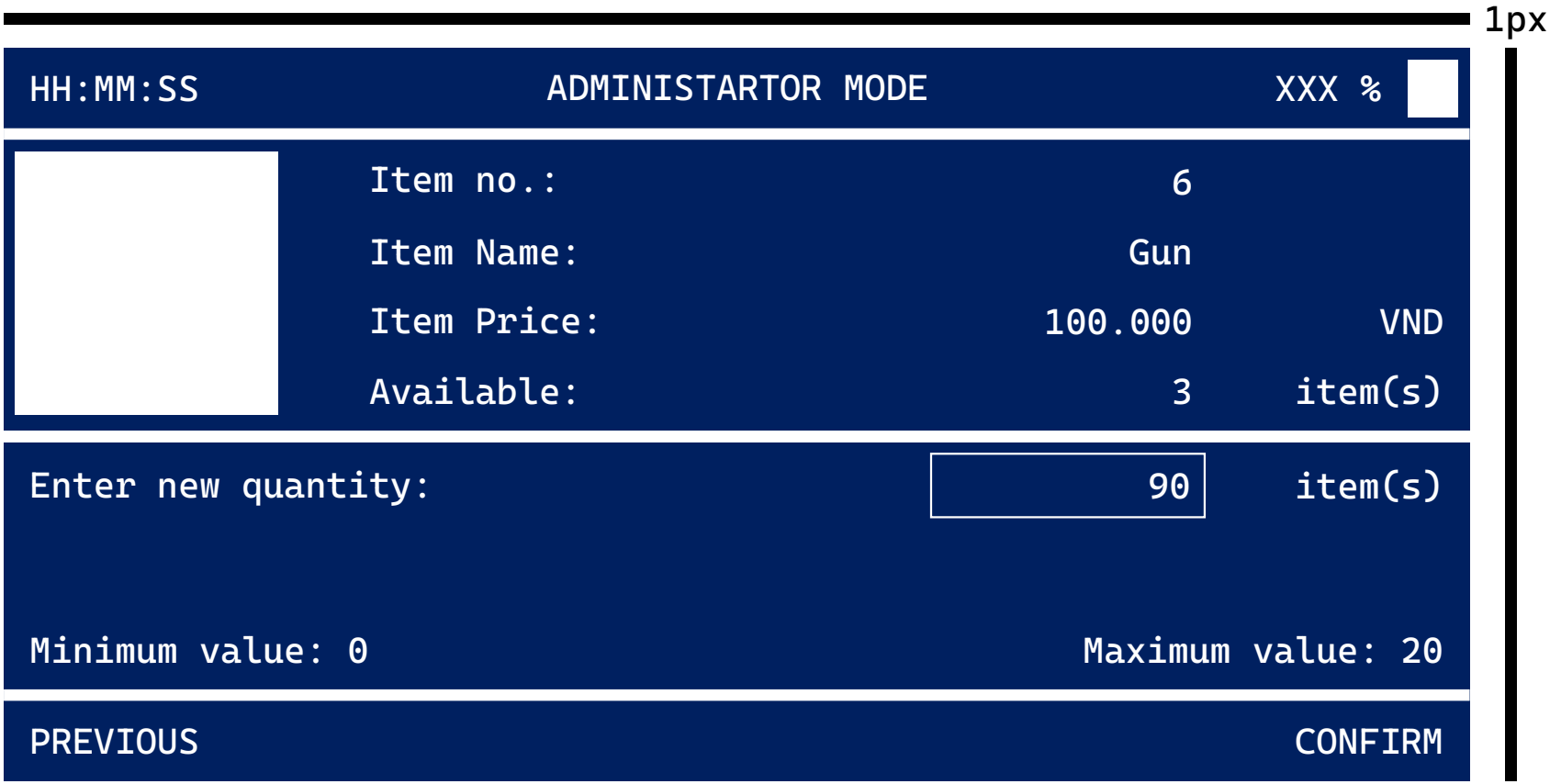
ItemDetailPage

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> discard any changes, return to MainMenu (Admin) with lastID = 6
1 -> item.enable = true; turn to next page immediately
0 -> item.enable = false; return to MainMenu (Admin) immediately
2, 3, 4, 5, 6, 7, 8, 9 -> do nothing



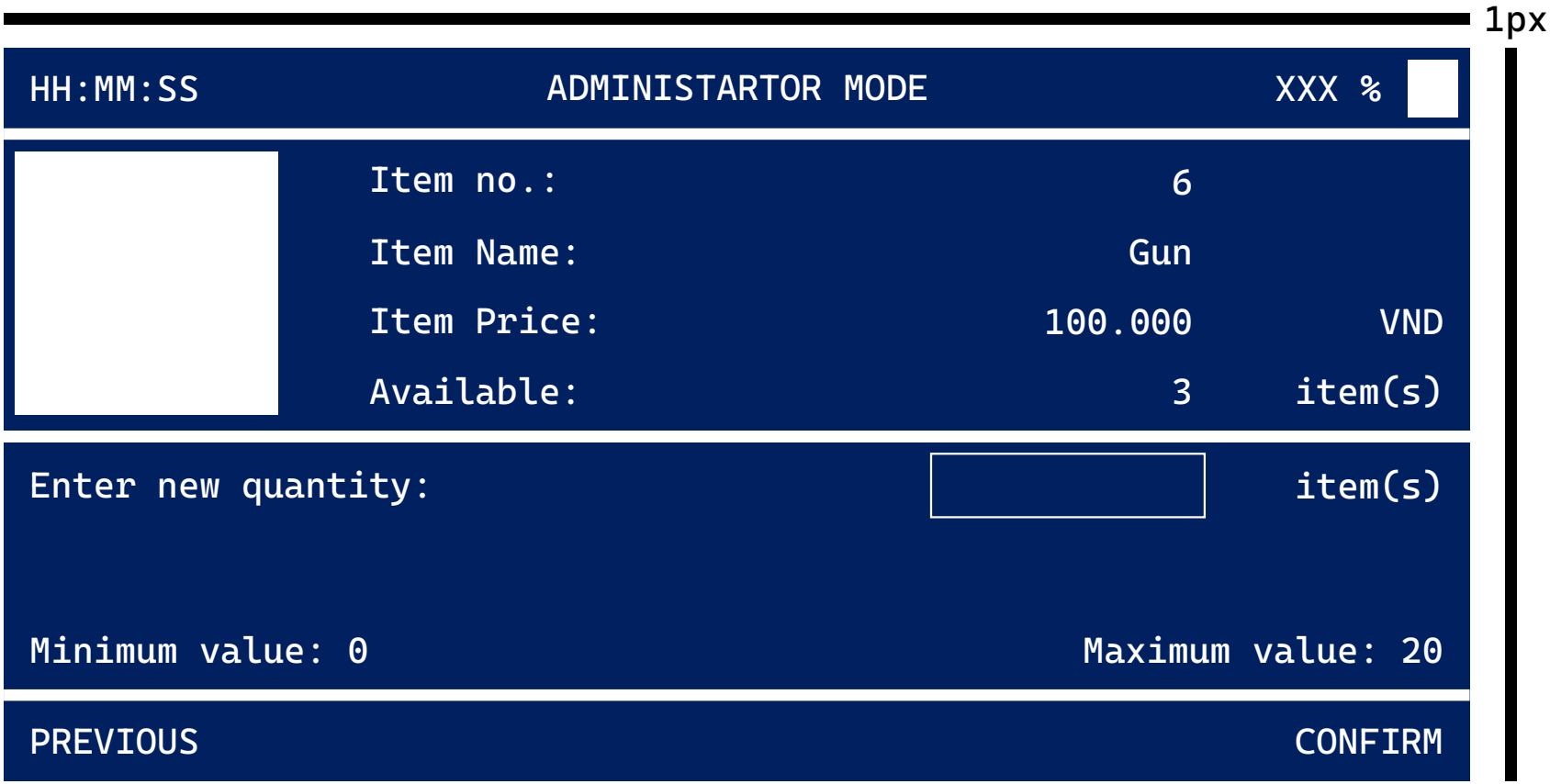
ItemDetailPage

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> if quantity = null or invalid, then delete the field
DELETE -> delete previous chars, if the field is null, return to enable item page
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)



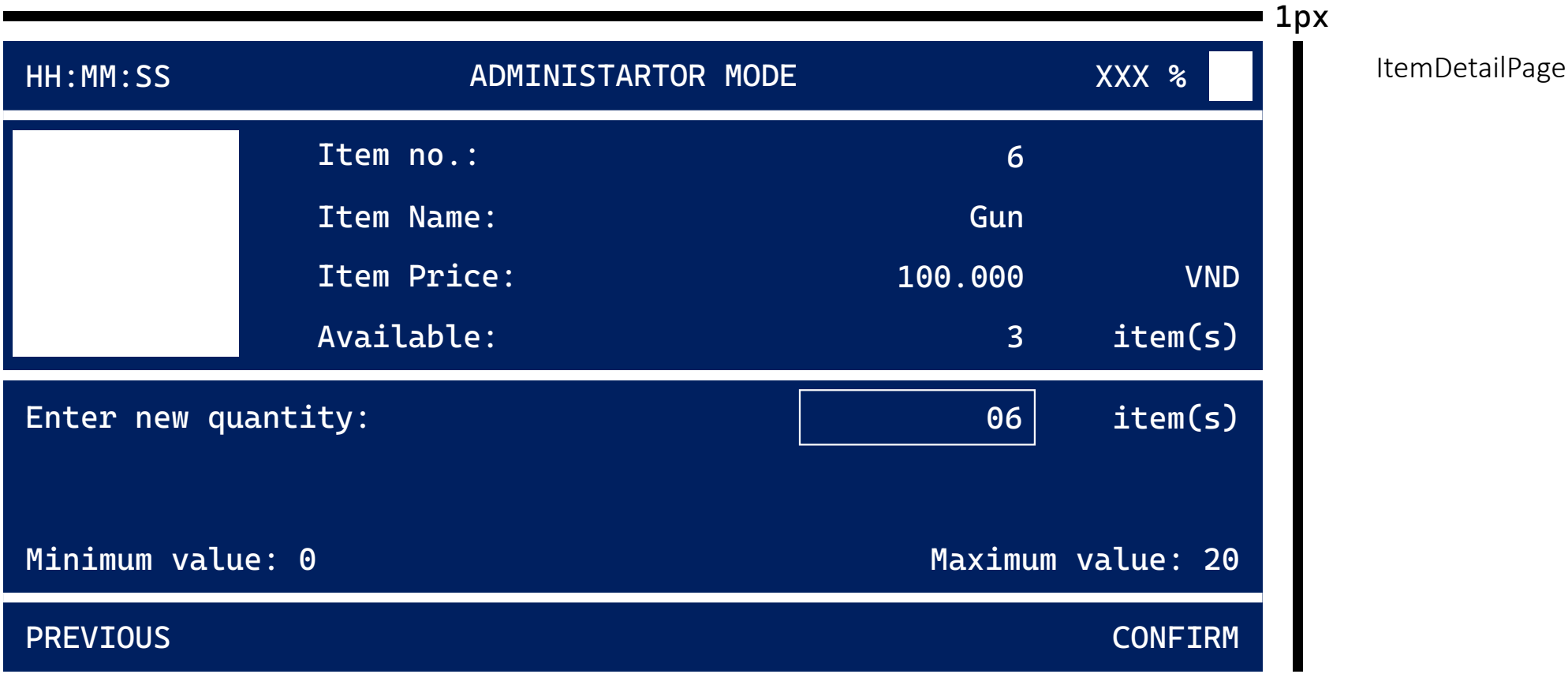
ItemDetailPage

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> if quantity = null or invalid, then delete the field
DELETE -> delete previous chars, if the field is null, return to enable item page
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)

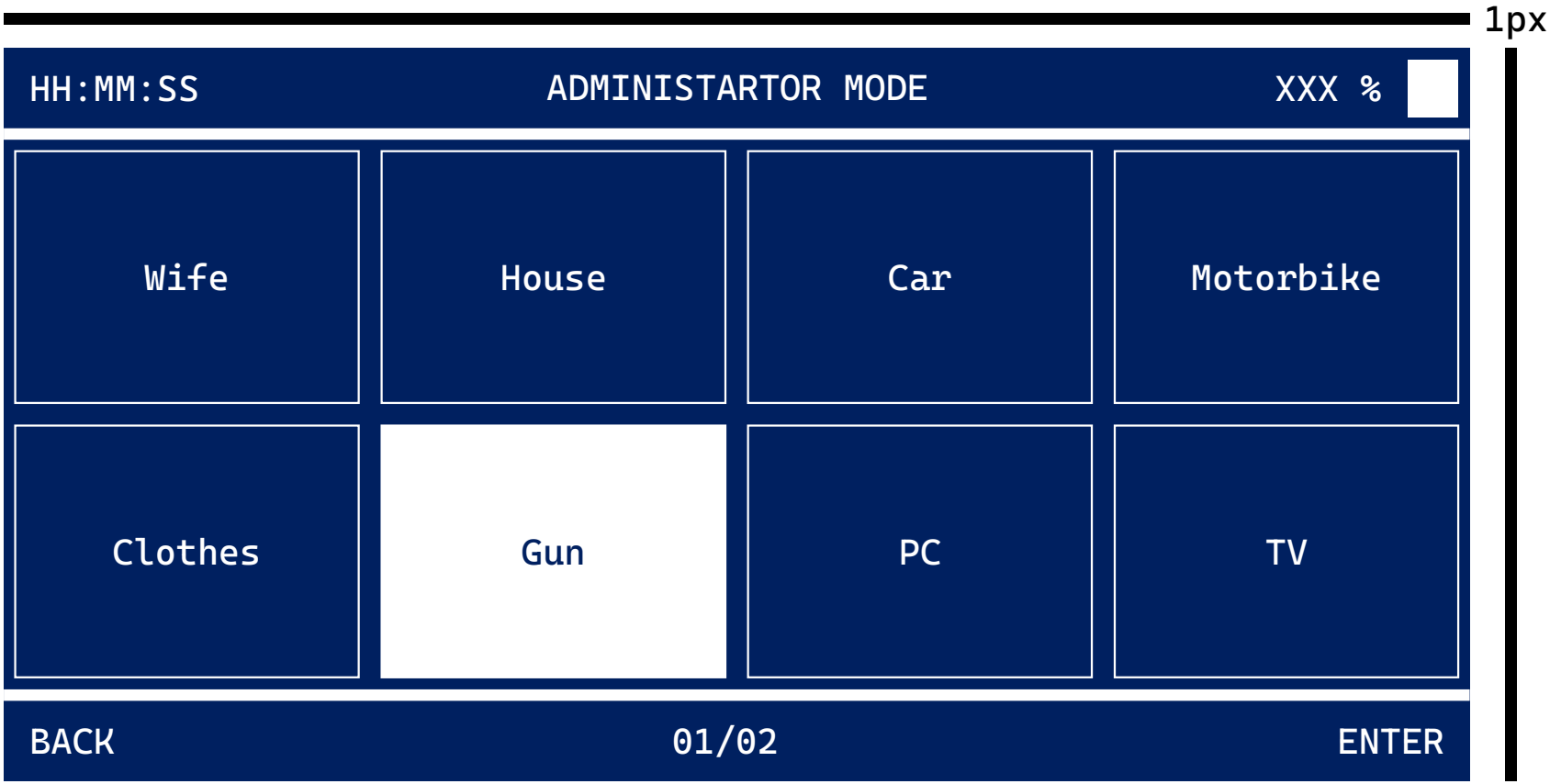


ItemDetailPage

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> if quantity = null or invalid, then delete the field
DELETE -> delete previous chars, if the field is null, return to enable item page
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)



UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> if quantity = null or invalid, then delete the field
DELETE -> delete previous chars, if the field is null, return to enable item page
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars, 0x is a valid case, qty = x then)



AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to AdminPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

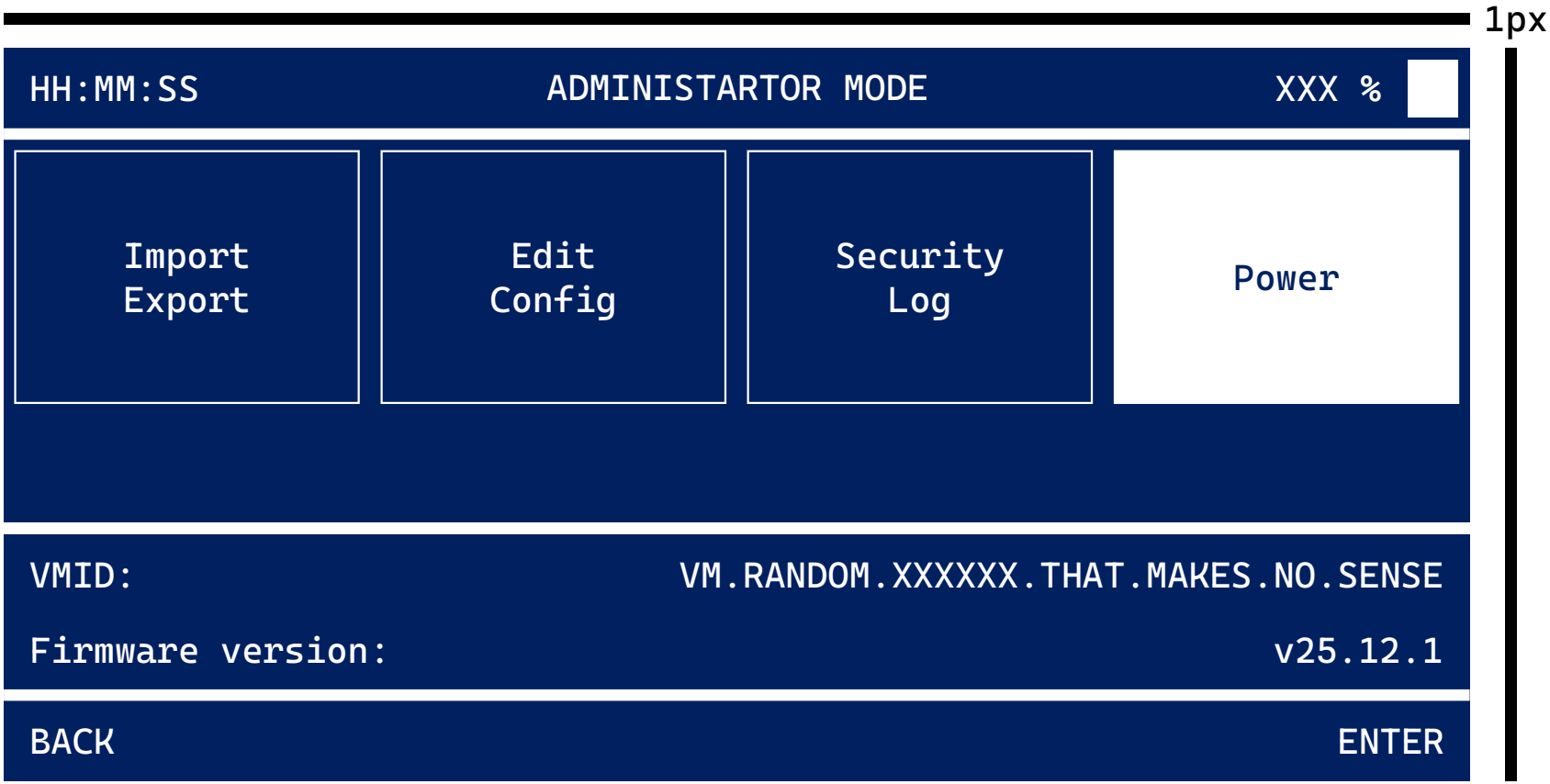
Working on.

AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

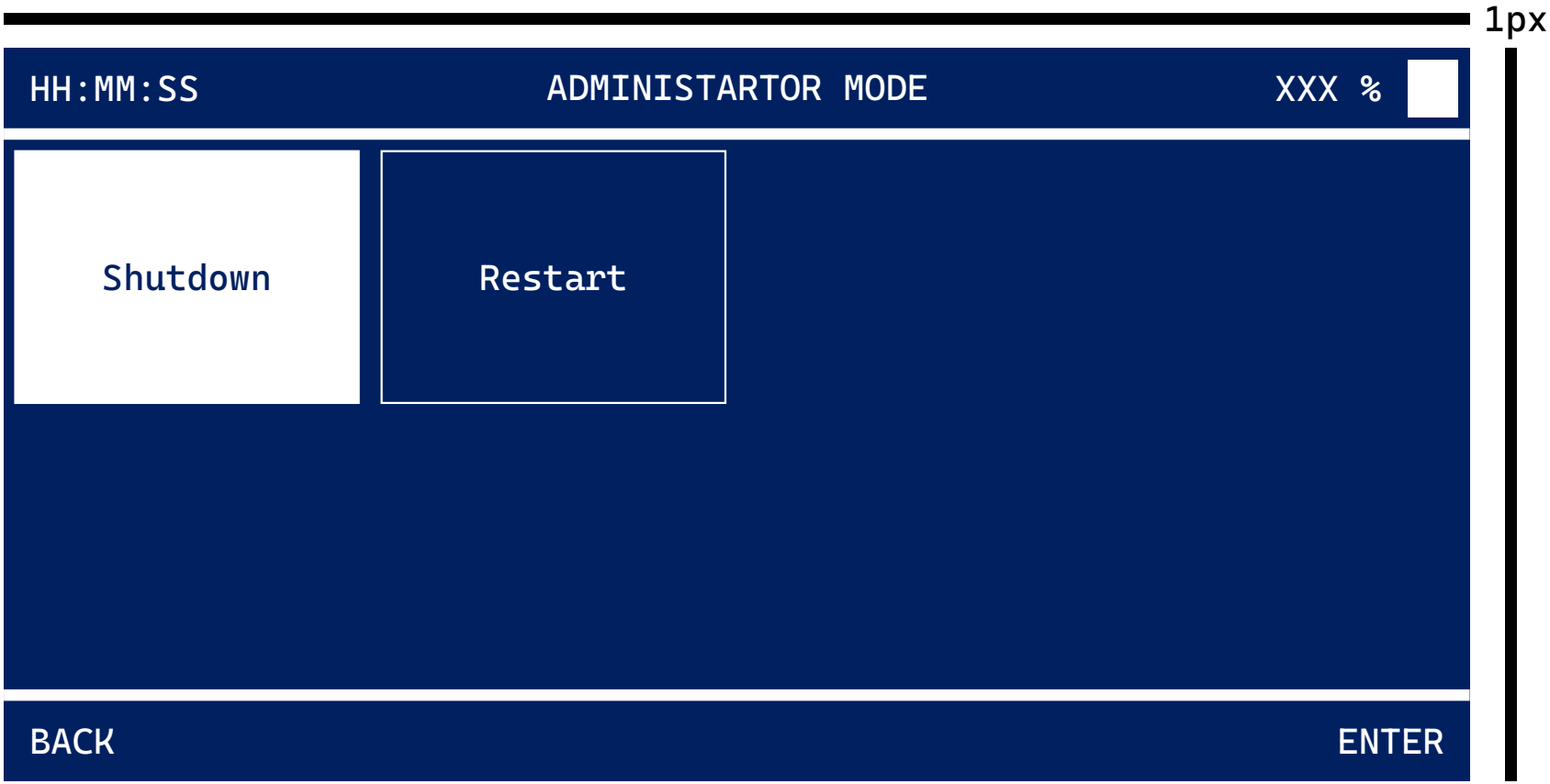
Working on.



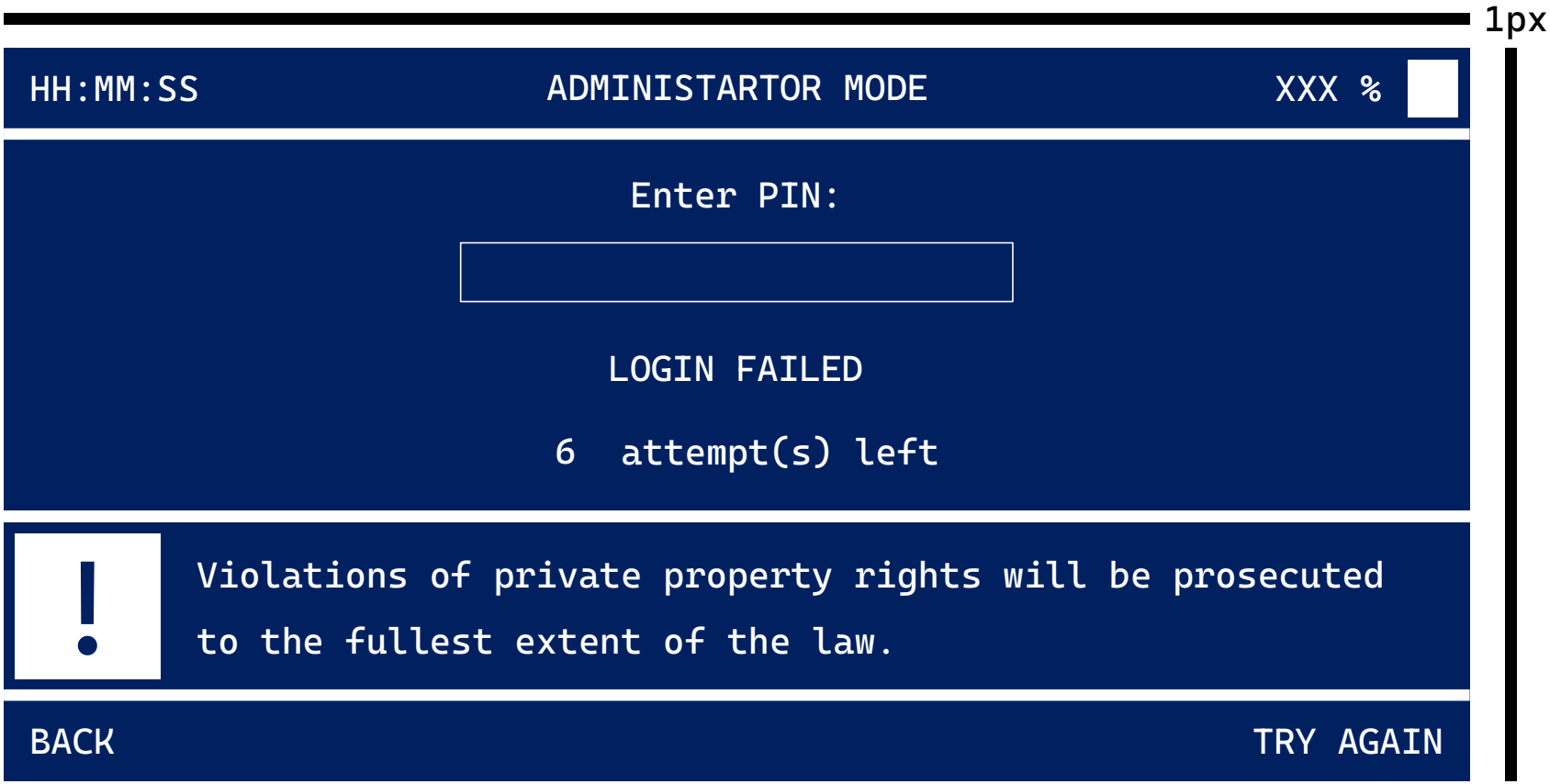
AdminPage

Initial:
ID = 1 if lastID = null else ID = lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to AdminPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



AdPassPage

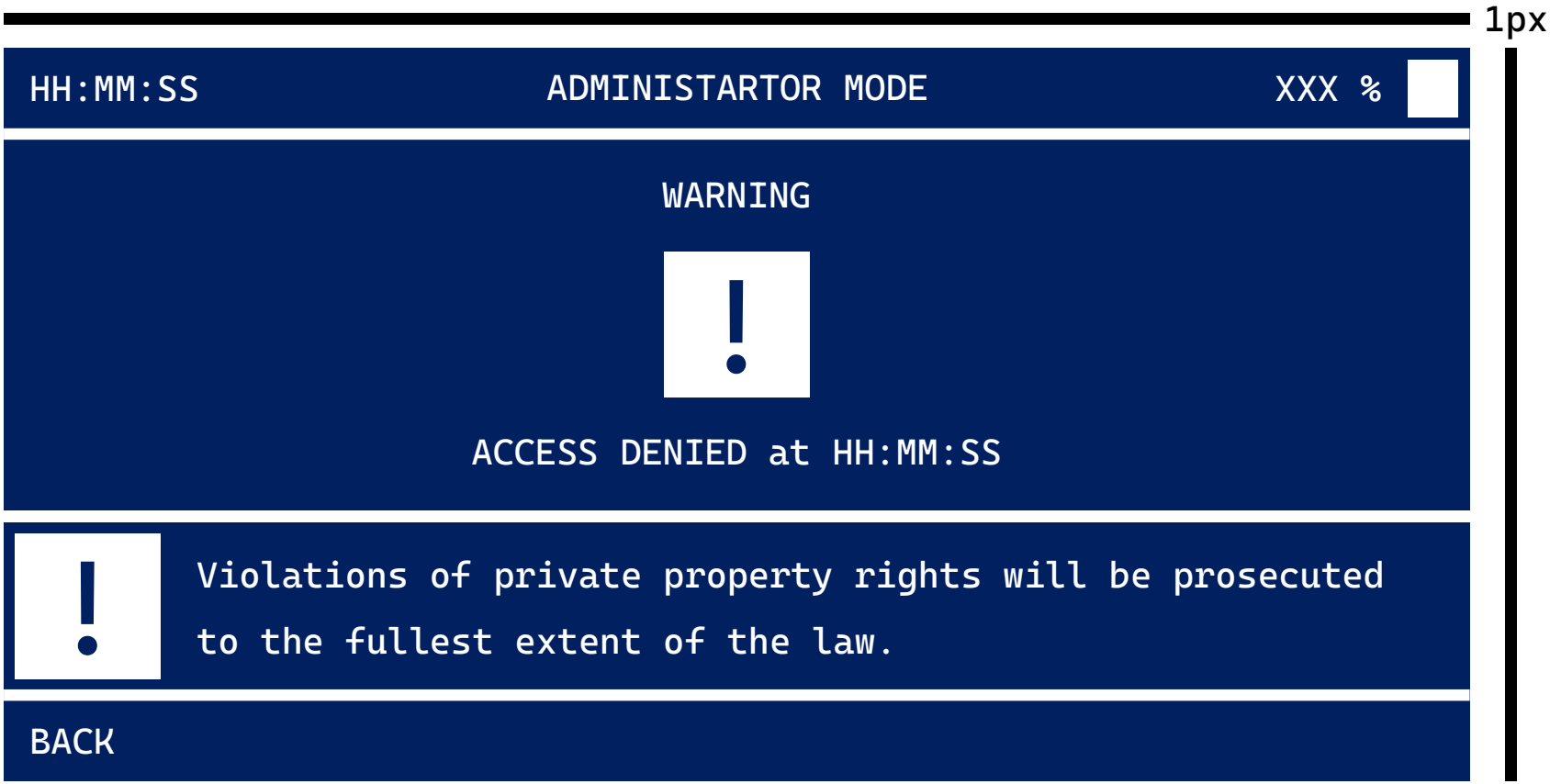
Initial:
Attempt = 6 if lastAttempt <= 0 else attempt = lastAttempt.
Reset every 2 hours

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> try again, attempt --;
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

AdPassPage

Initial:
Attempt = 6 if lastAttempt <= 0 else attempt = lastAttempt.
Reset every 2 hours

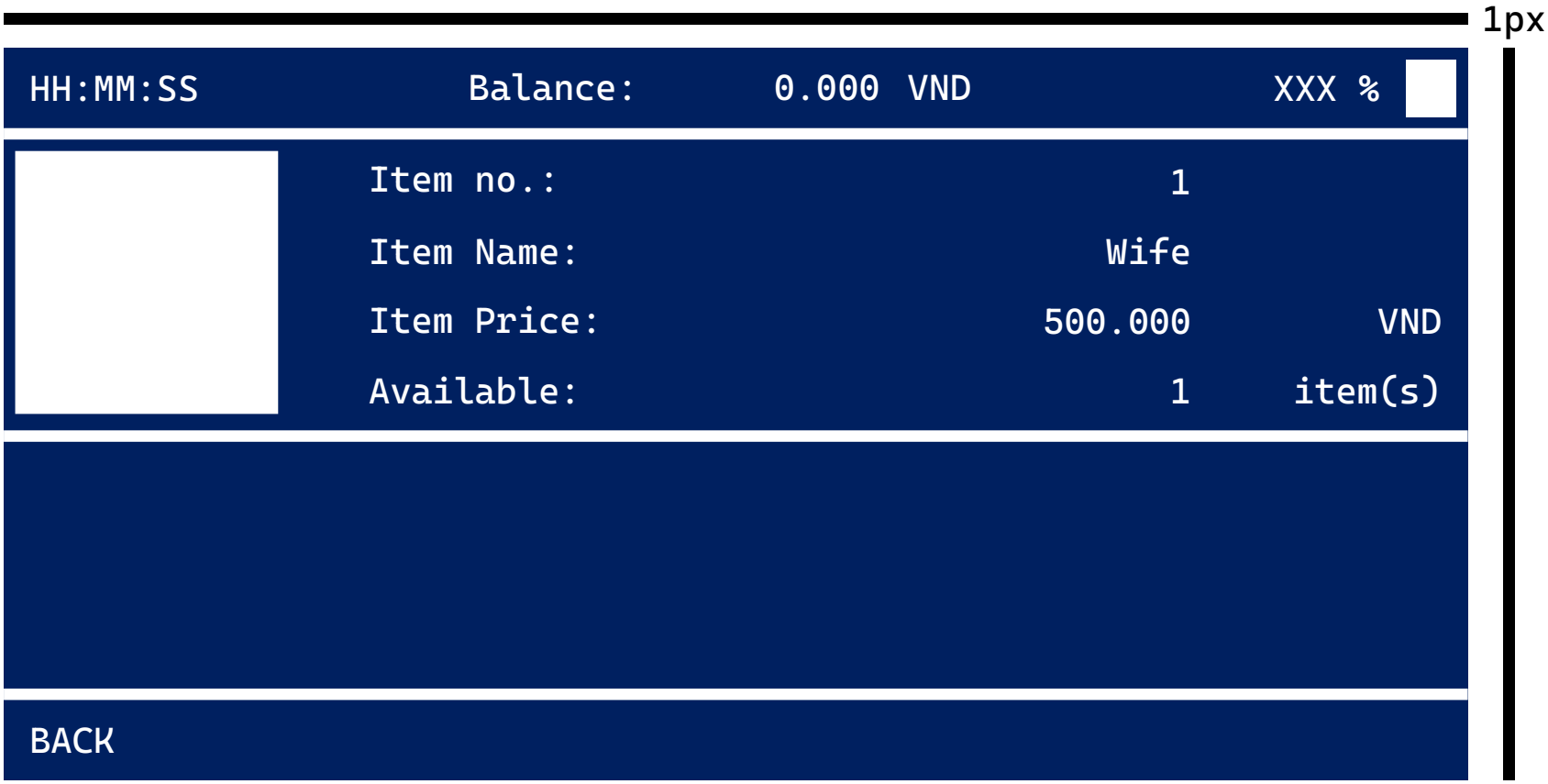
UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode
ENTER -> submit PIN
DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode
PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as “*” instead of plaintext, no hide/unhide action to skim through the PIN while entering)



AdPassPage

Initial:
Attempt = 6 if lastAttempt <= 0 else attempt = lastAttempt.
Reset every 2 hours

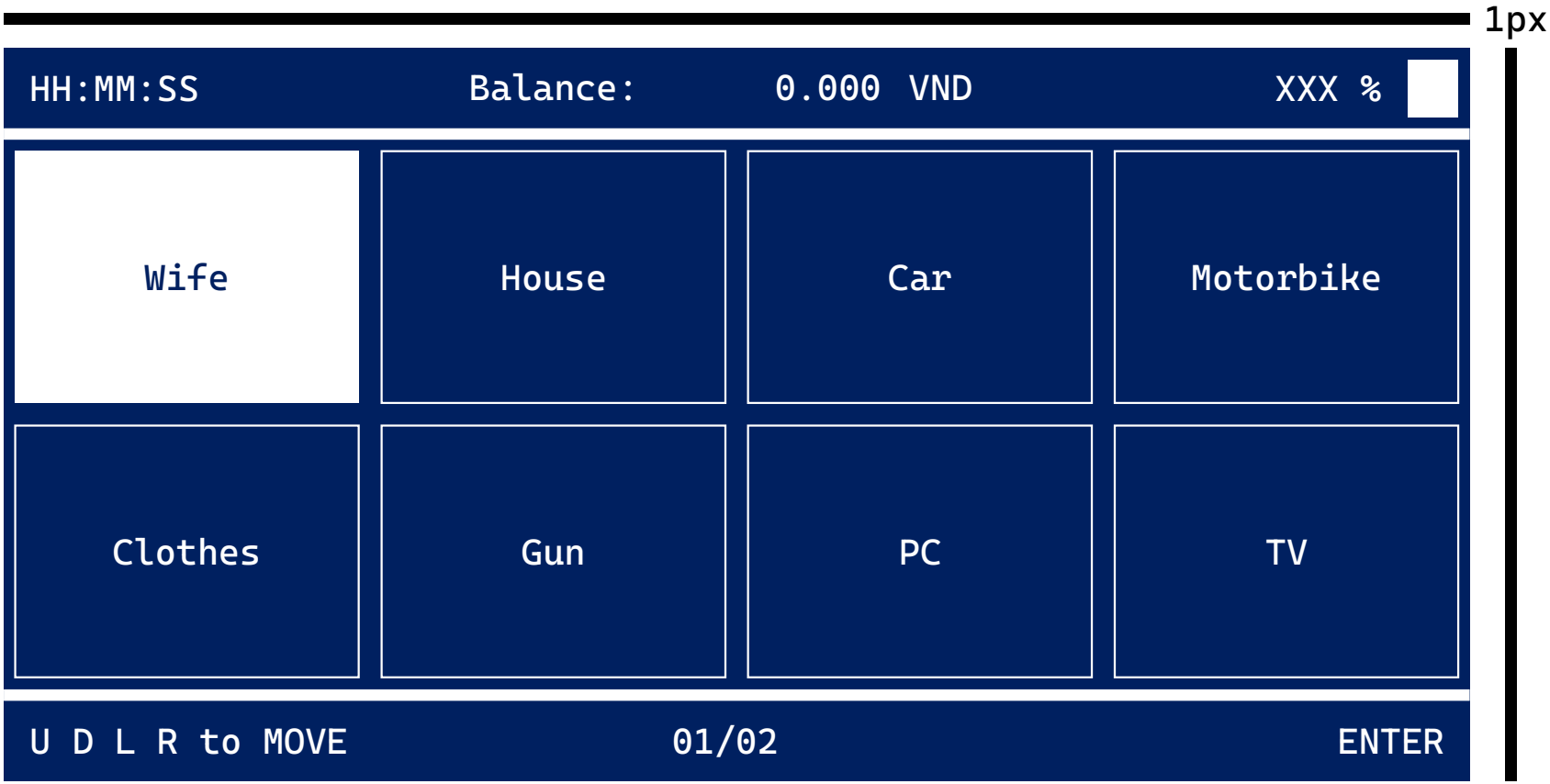
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



ItemDetailPage

Initial:
Item ID
Item Name
Item Price
Item Cache
ToBuy: 1

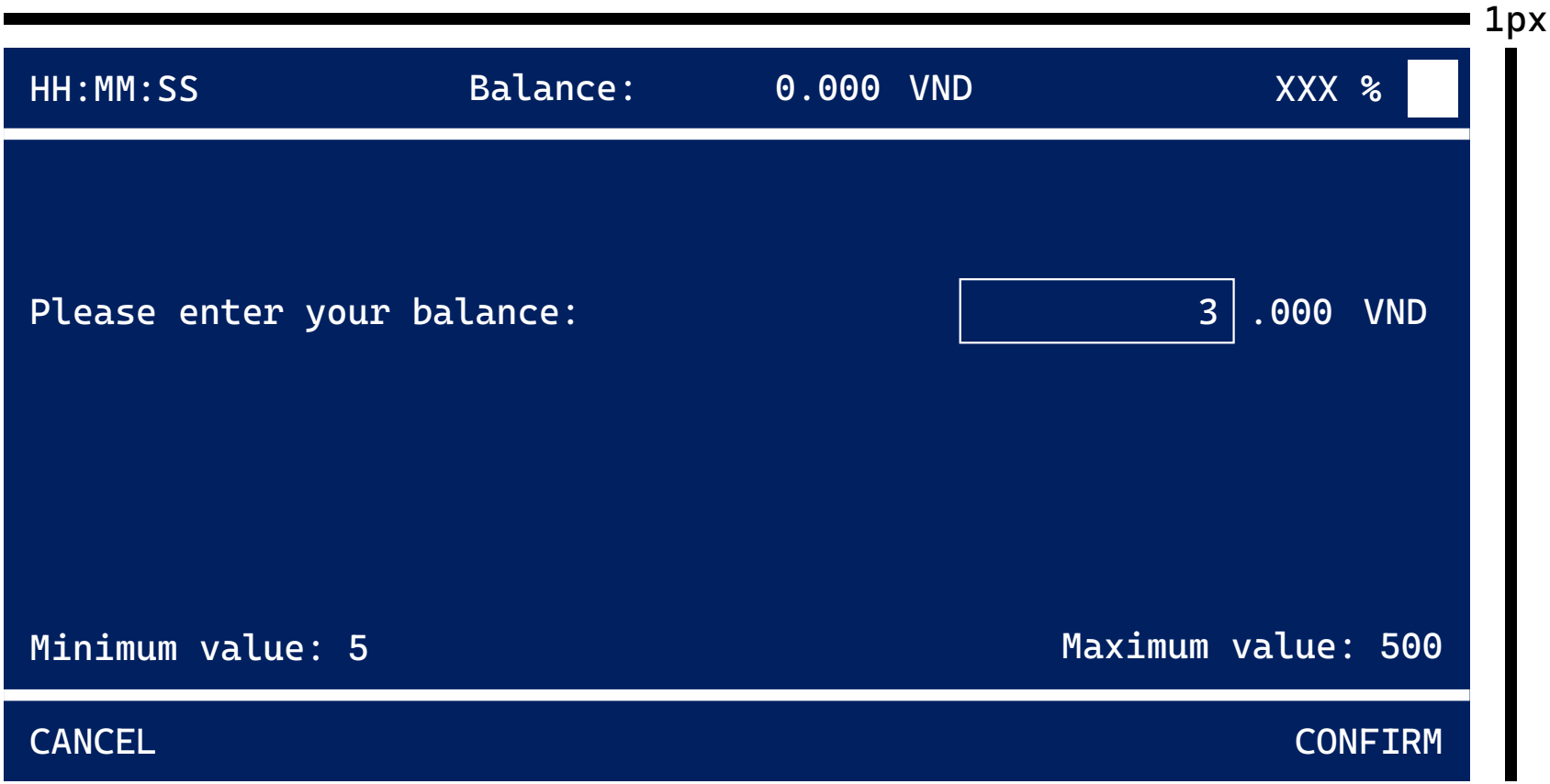
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu with lastID = currID (ID = 1)
1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately
0 -> do nothing
Quantity field validation: if (input > available) || (input * item.price > balance) then do nothing, else calculate Total



MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

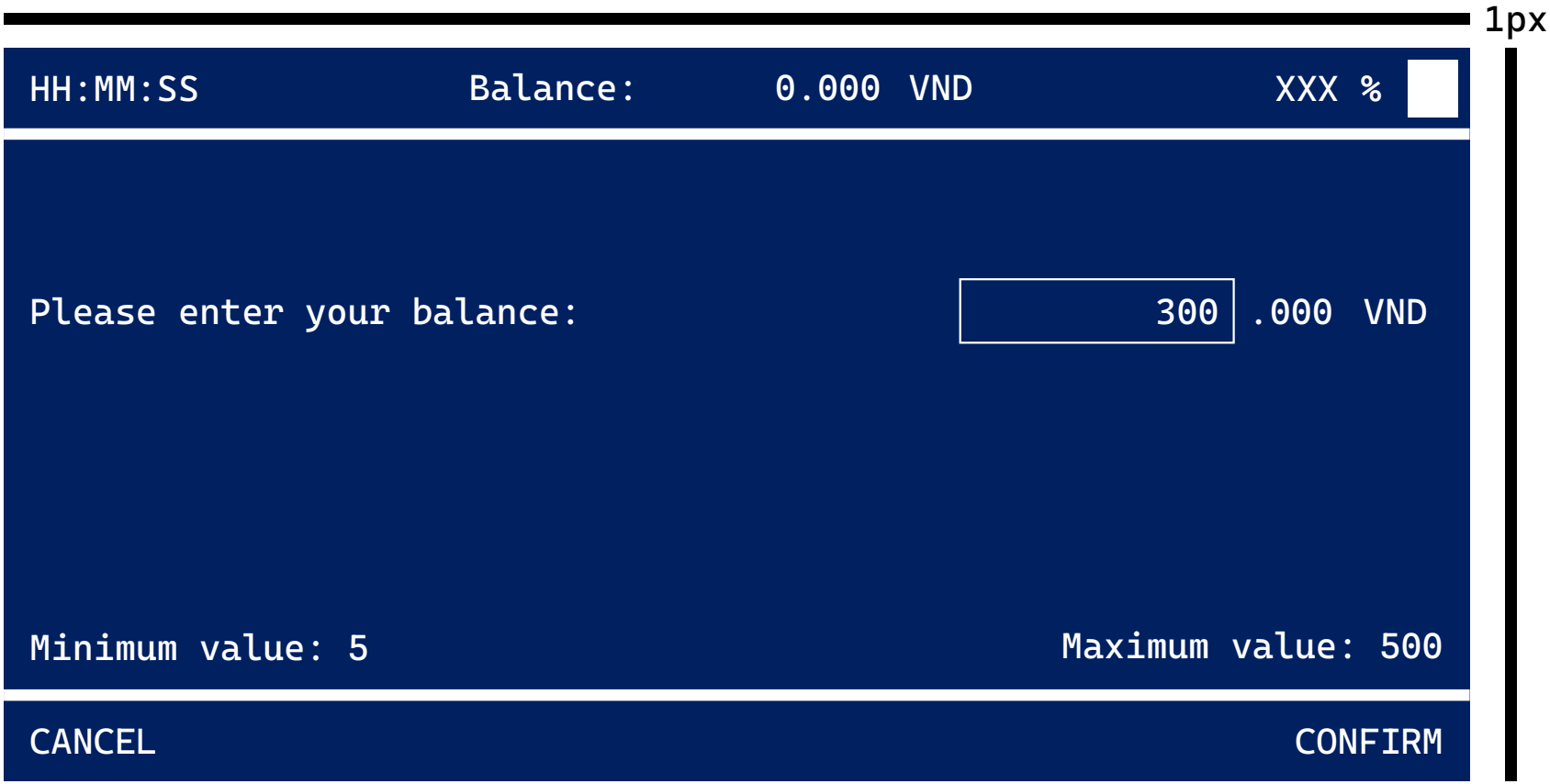
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> do nothing
1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage
0 -> pressed then open AdminPage (only if the balance is 0)



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

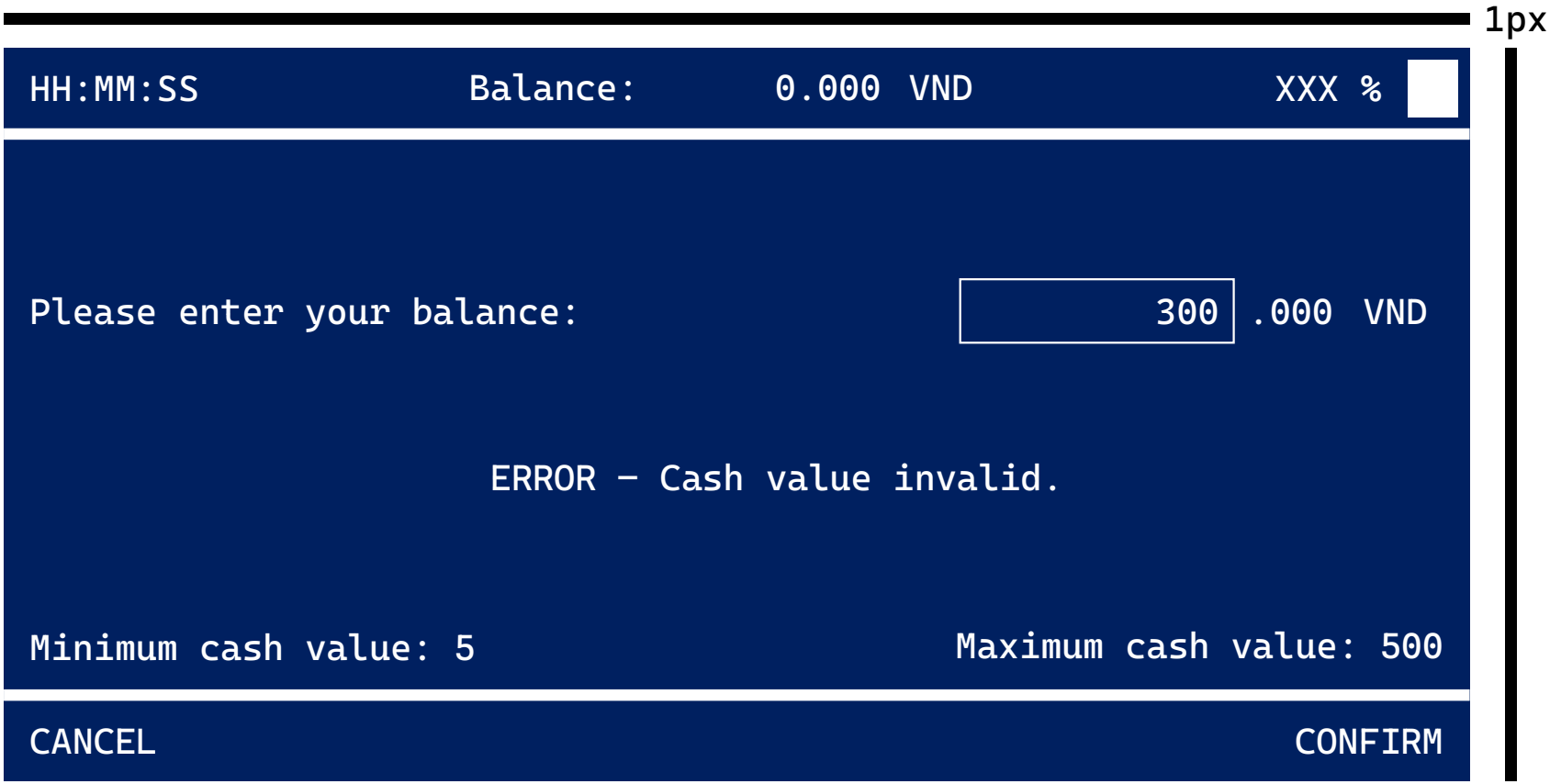
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

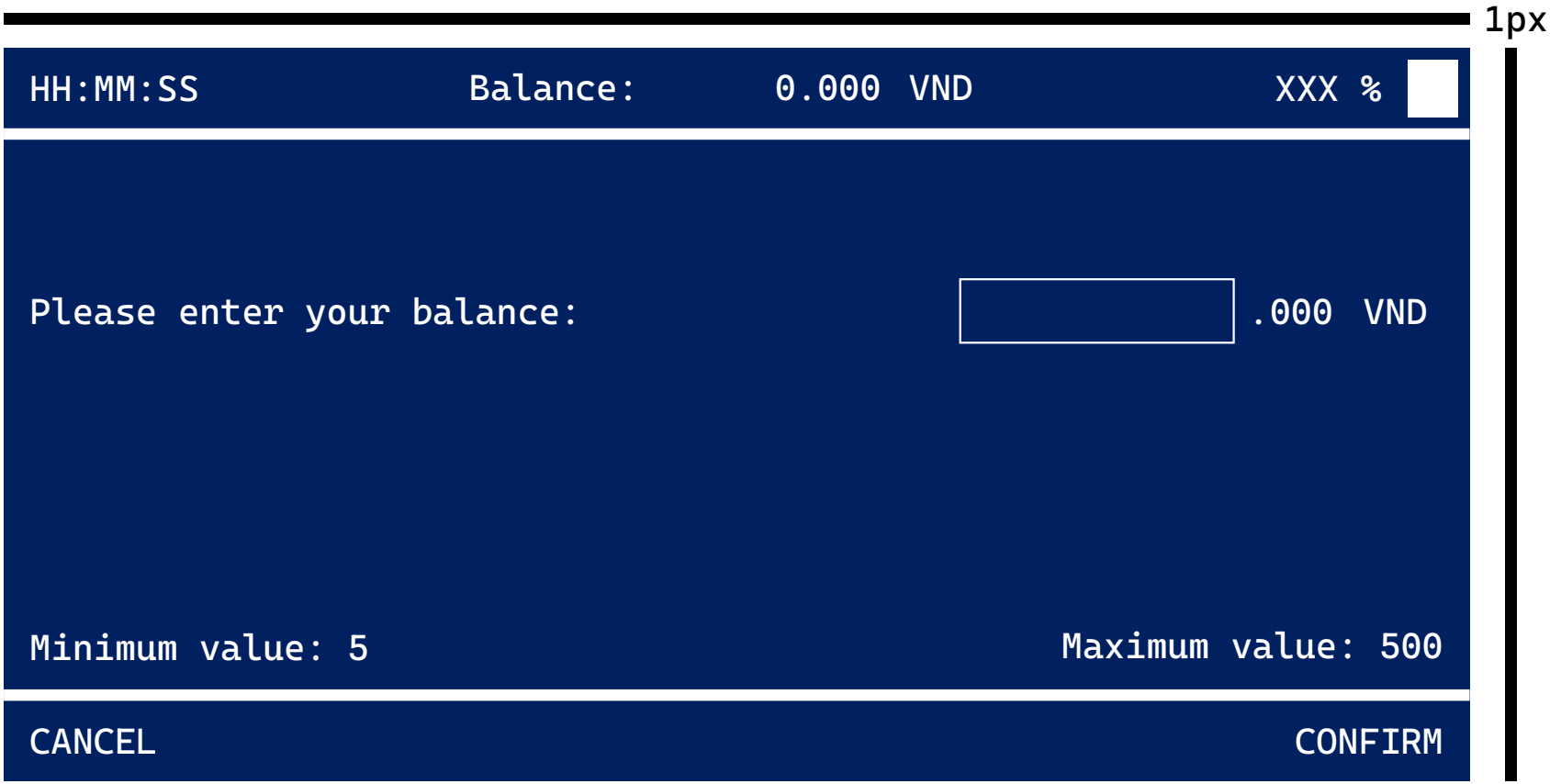
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

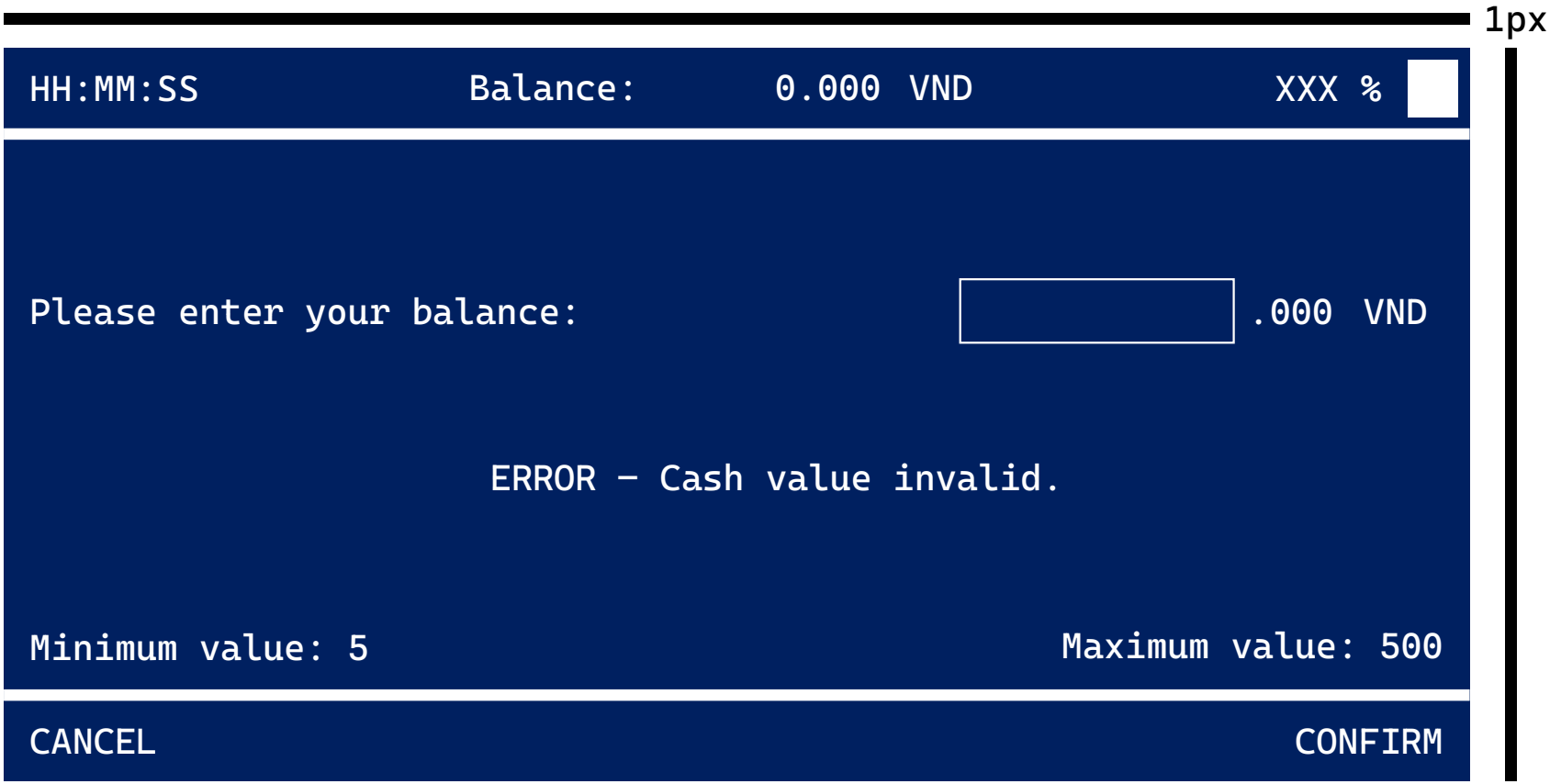
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

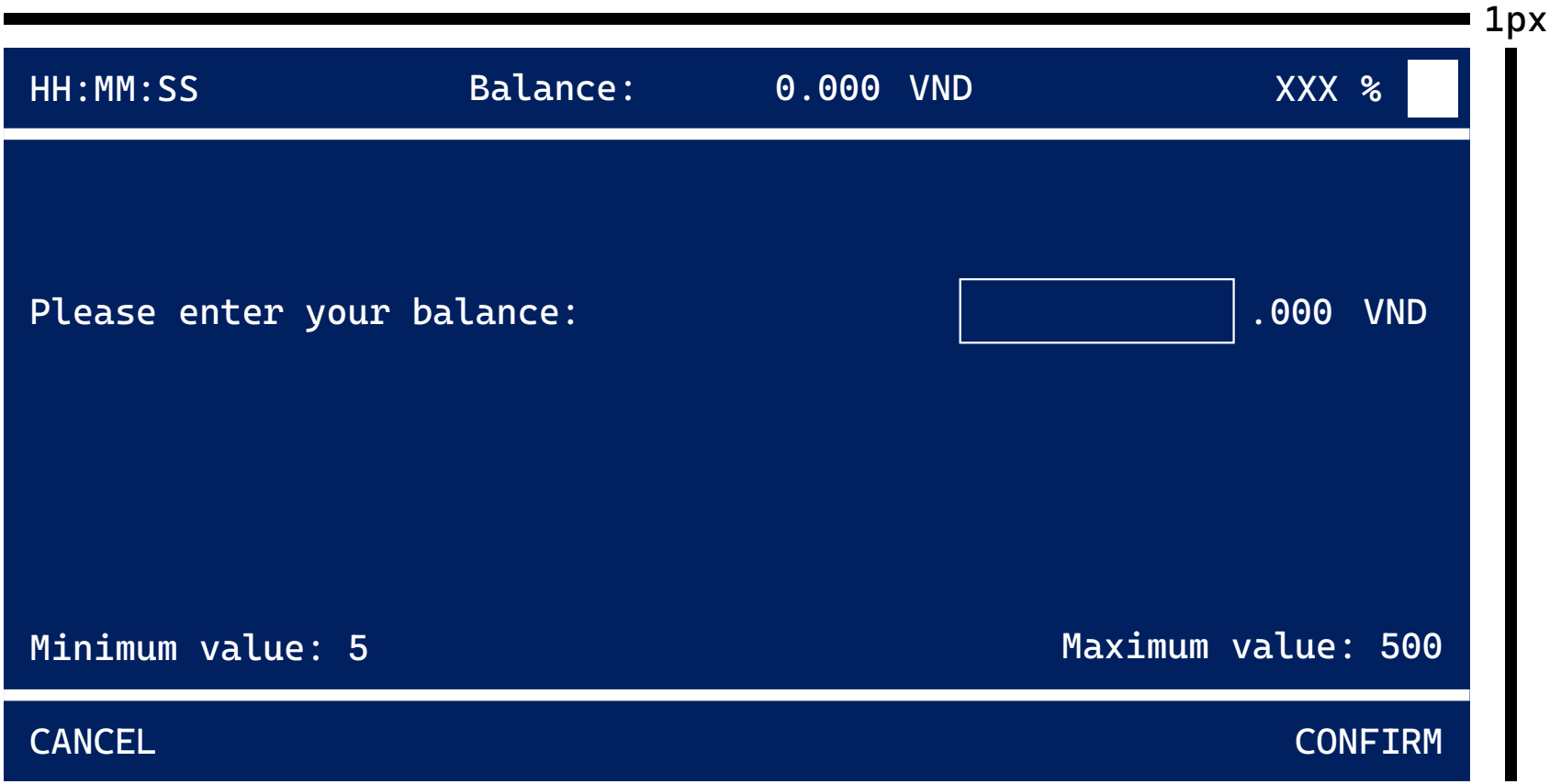
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

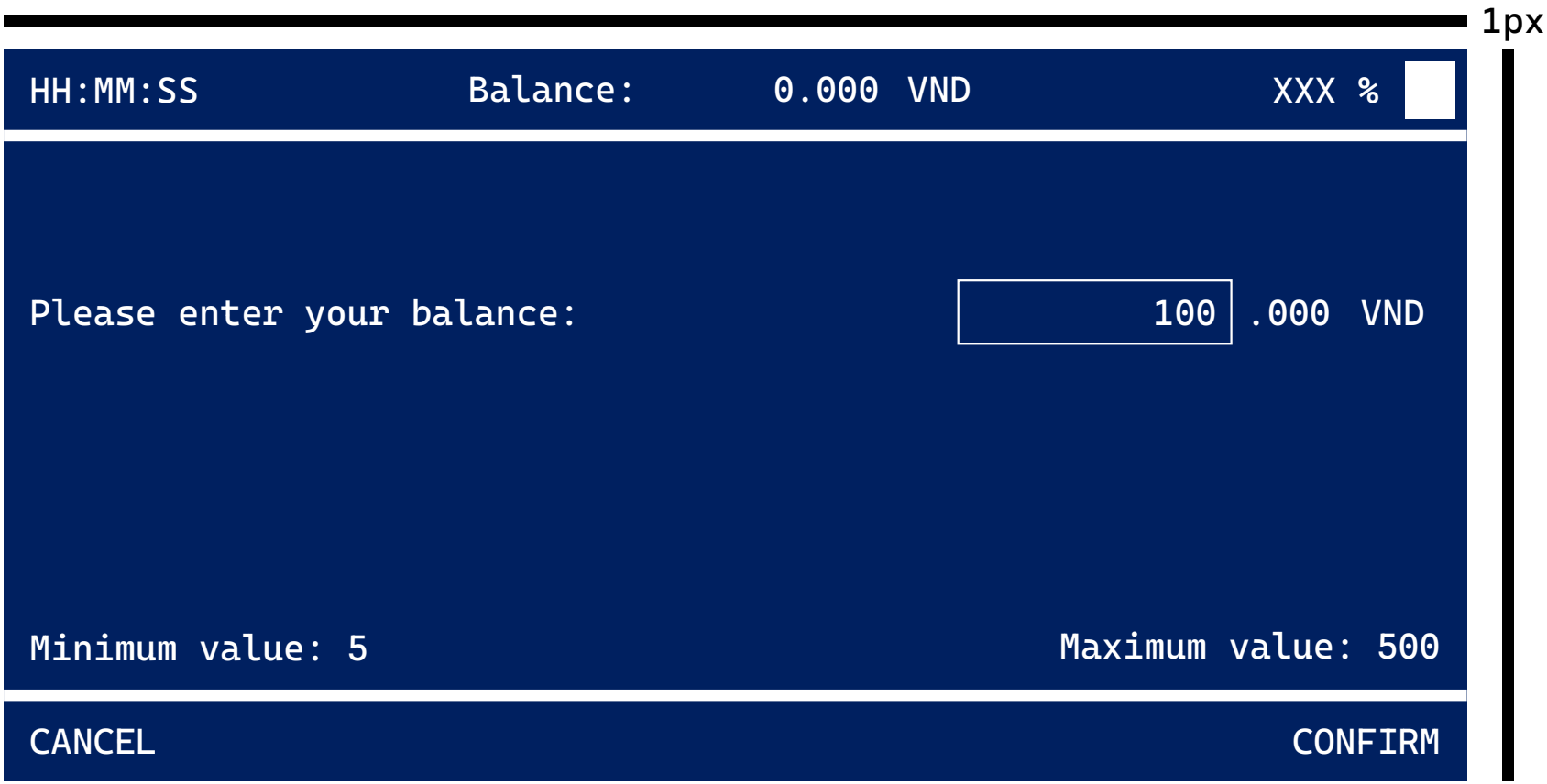
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

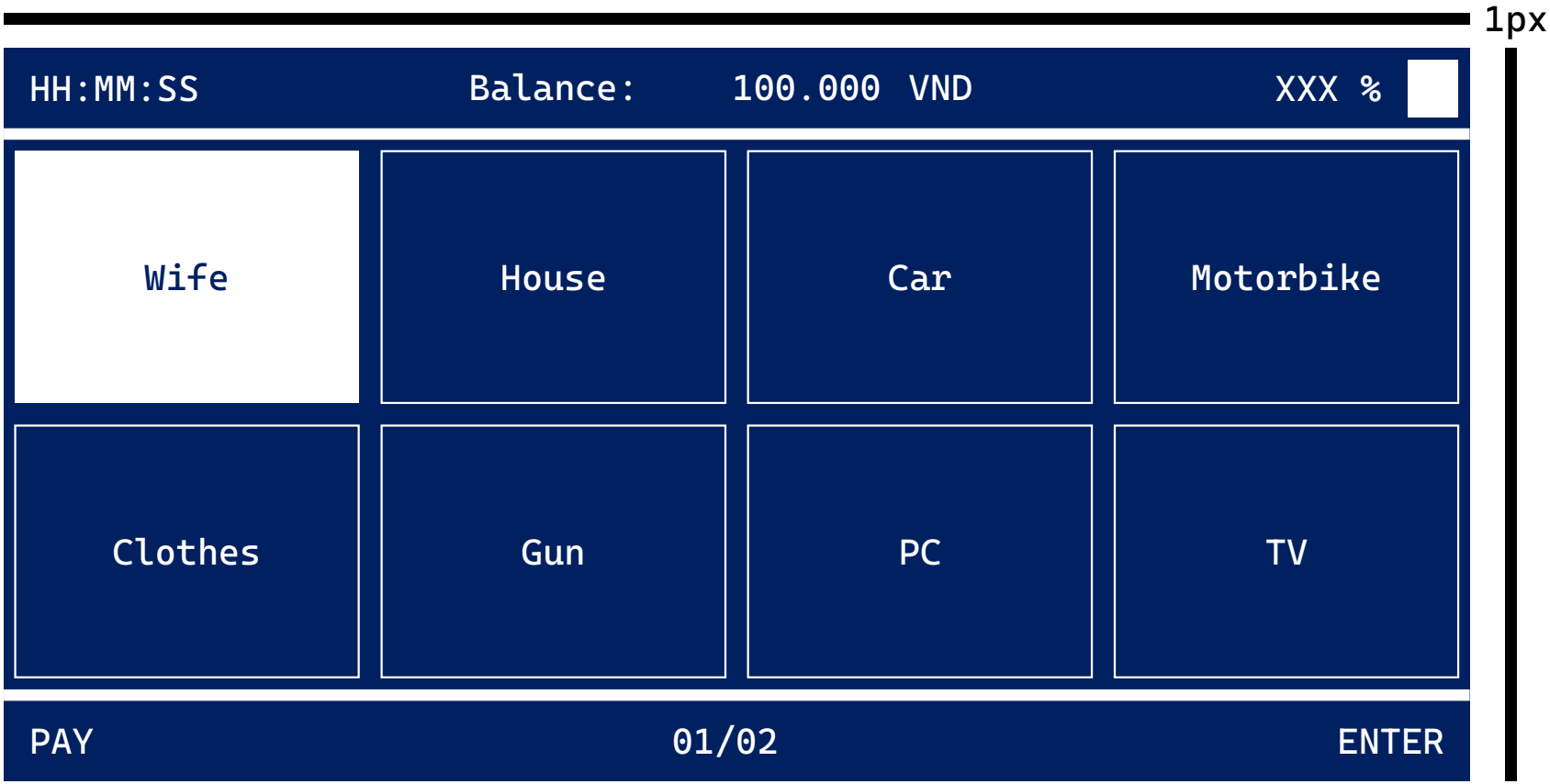
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

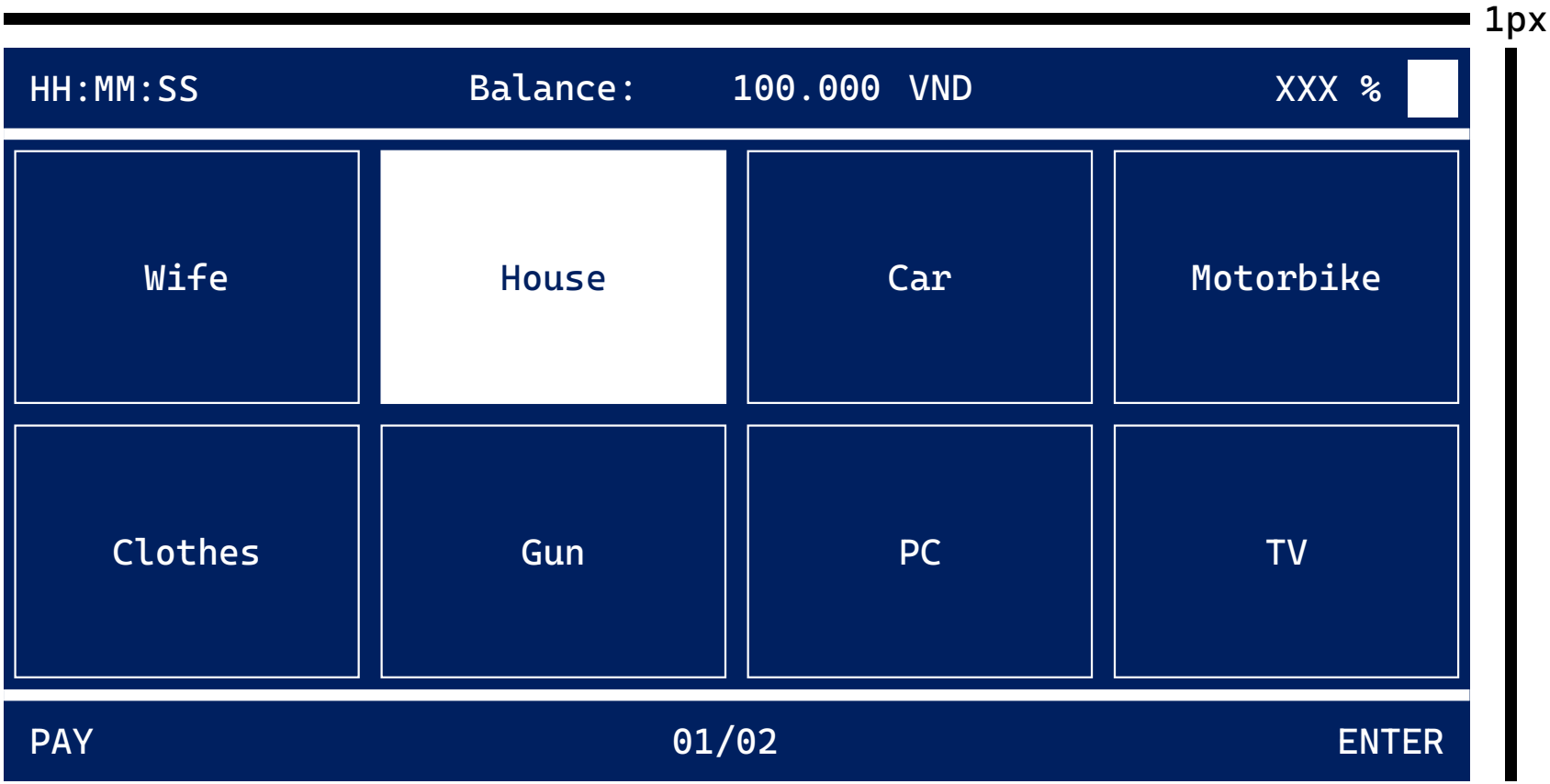
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.
DELETE -> delete previous number, if the input field is null, return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, “5”.000 < m < “500”.000)
If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.



MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

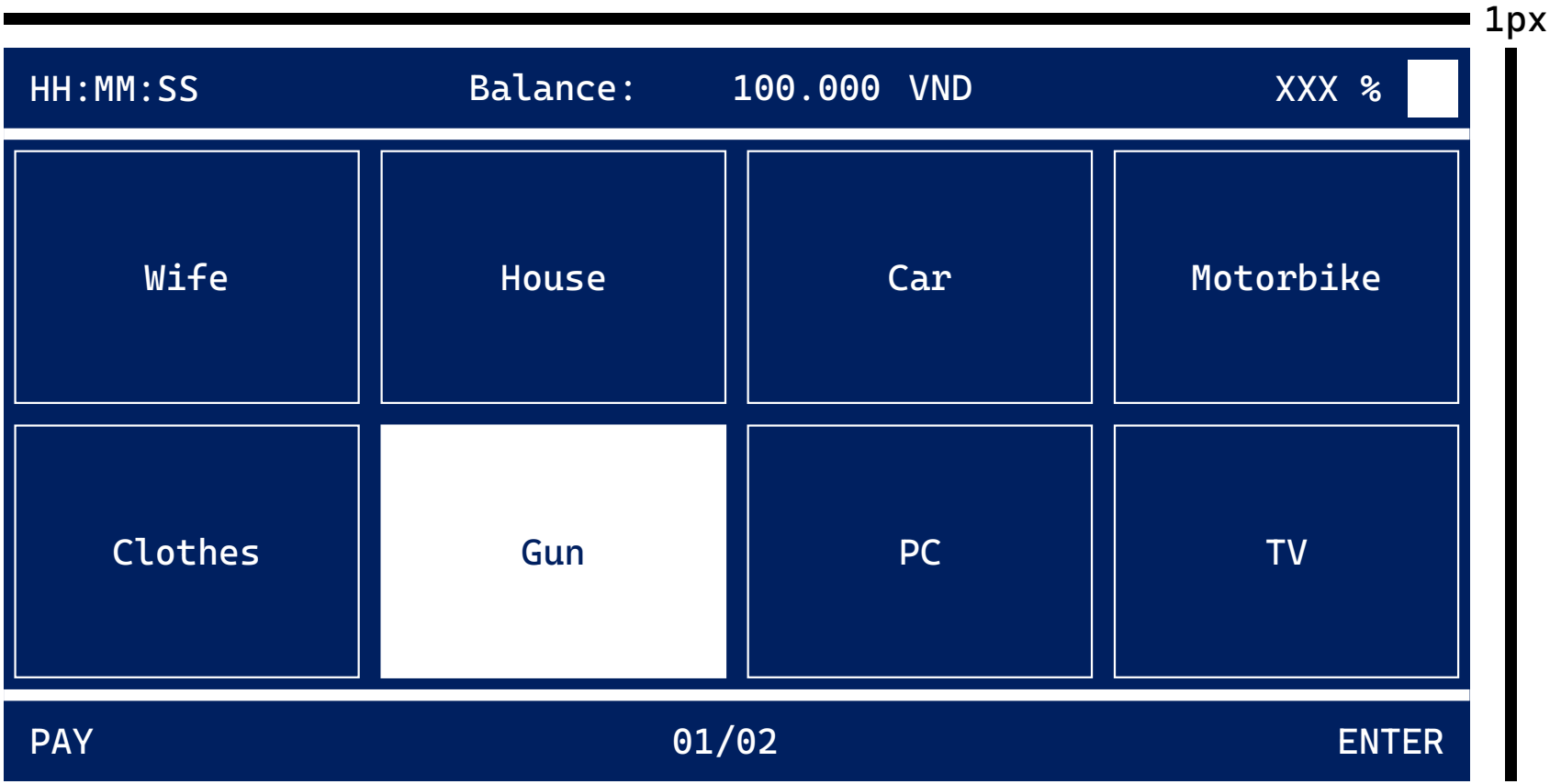
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> go to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0-> do nothing



MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> go to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



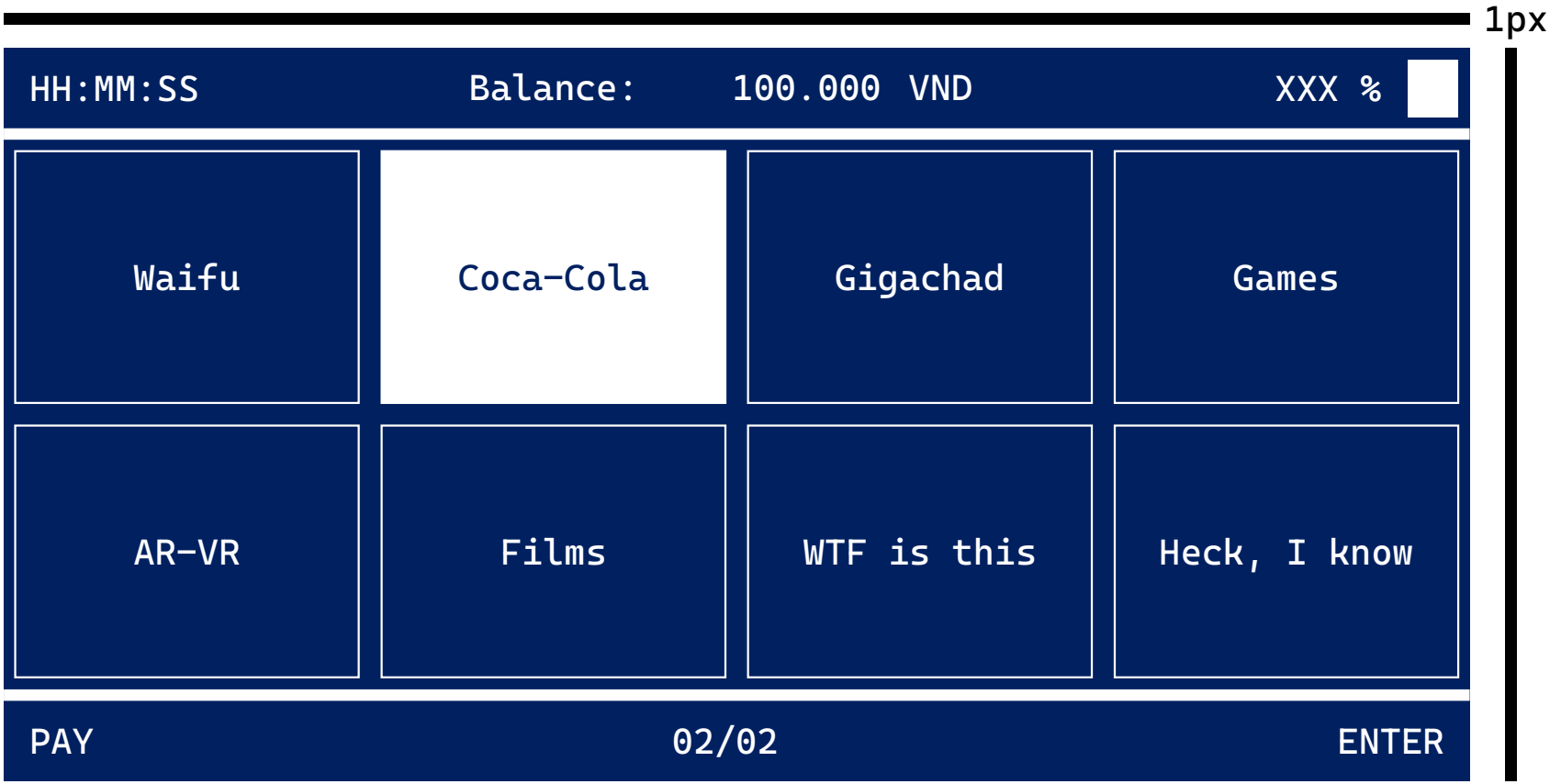
MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x], currently, Gun is not available due to item.enable = false or item.available = 0
DELETE -> go to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

ItemUnavailable

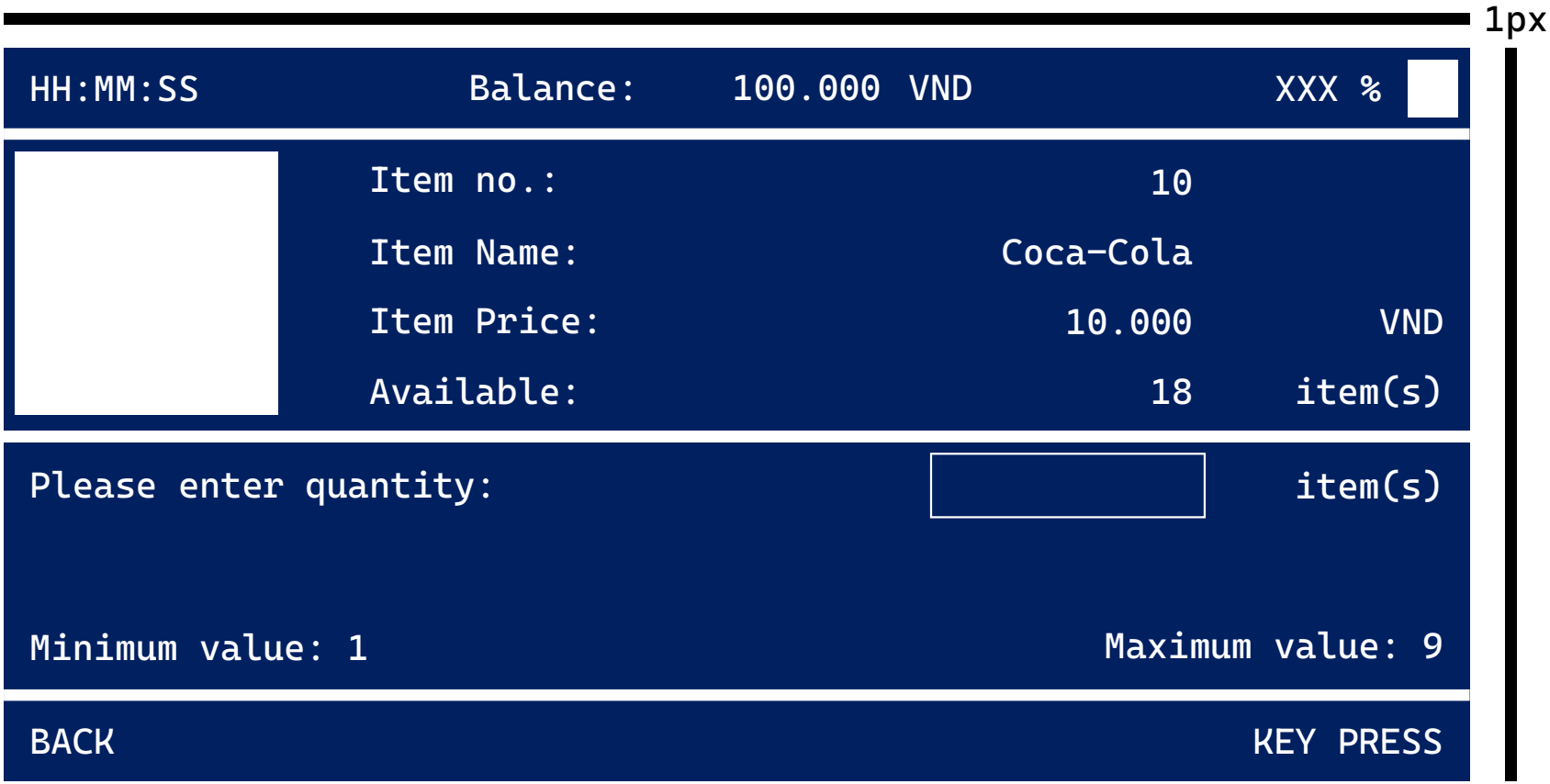
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing
Auto return to MainMenu in 5s



MainMenu

Initial:
Point at ID 1 if lastID is null
Initial 16 item

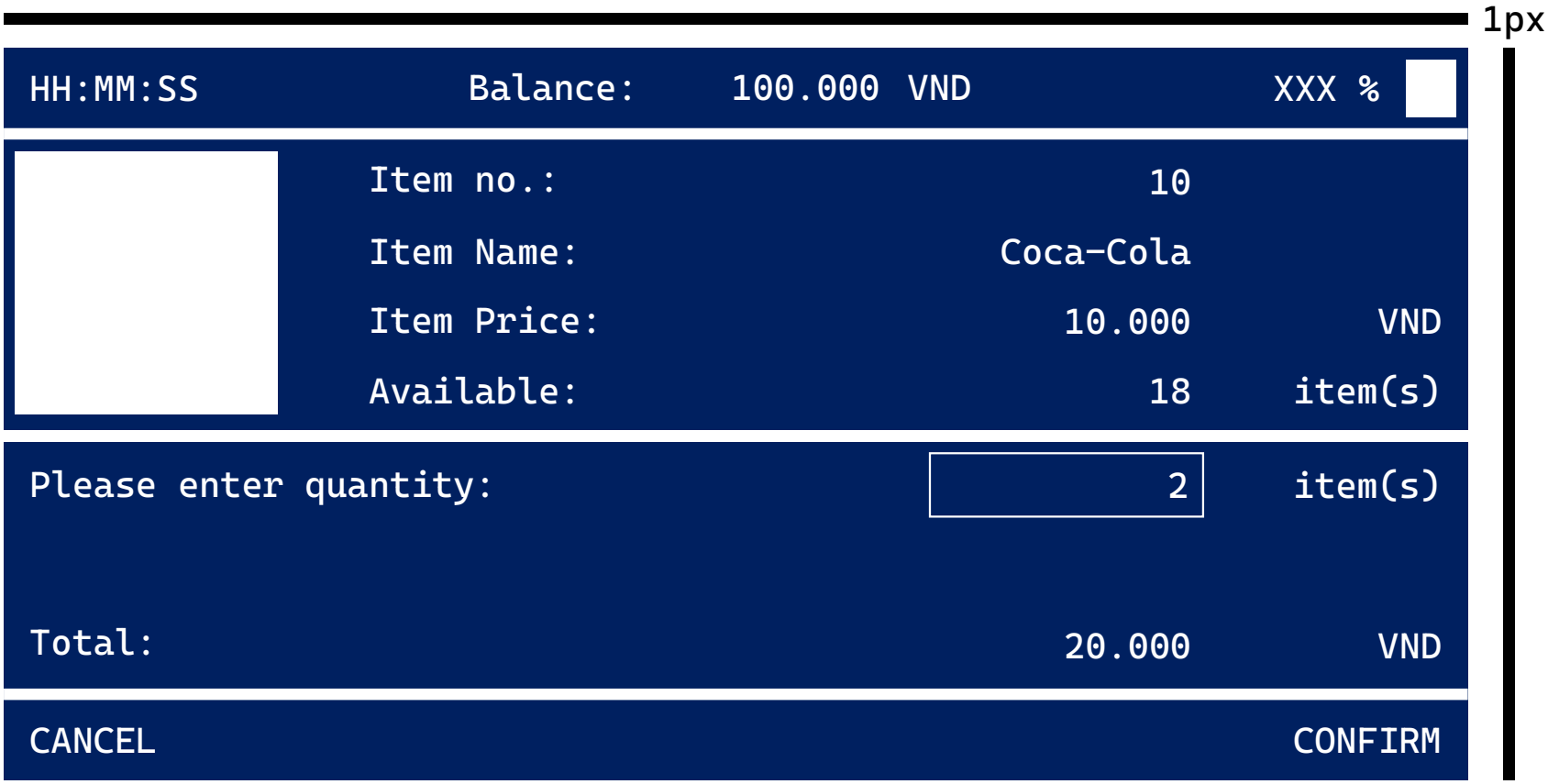
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> go to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



ItemDetailPage

Initial:
Item ID
Item Name
Item Price
Item Cache
ToBuy: 1

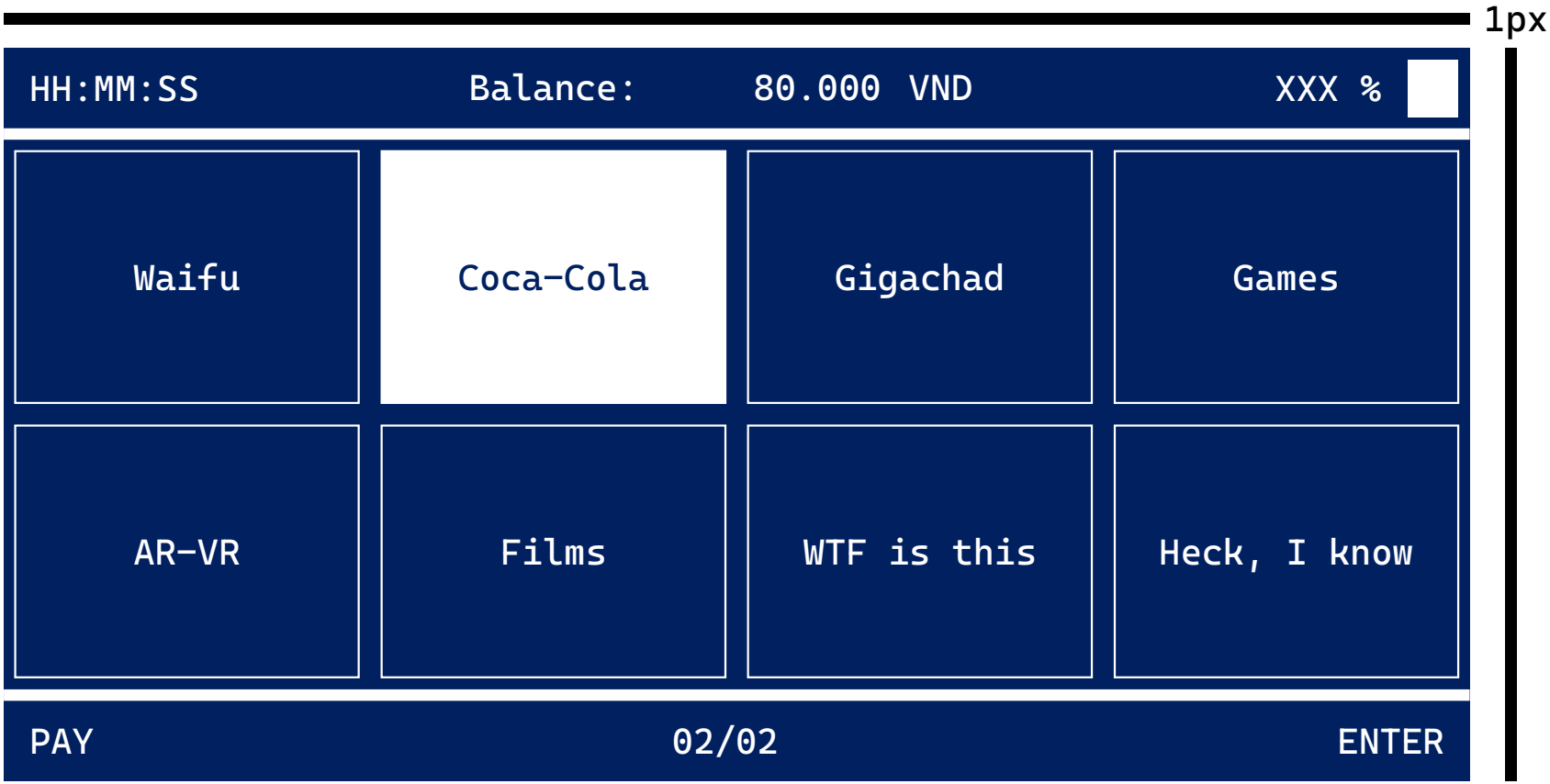
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu with lastID = currID (ID = 10)
1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately
0 -> do nothing
Quantity field validation: if (input > available) || (input * item.price > balance) then do nothing, else calculate Total



ItemDetailPage

Initial:
Item ID
Item Name
Item Price
Item Cache
ToBuy: 1

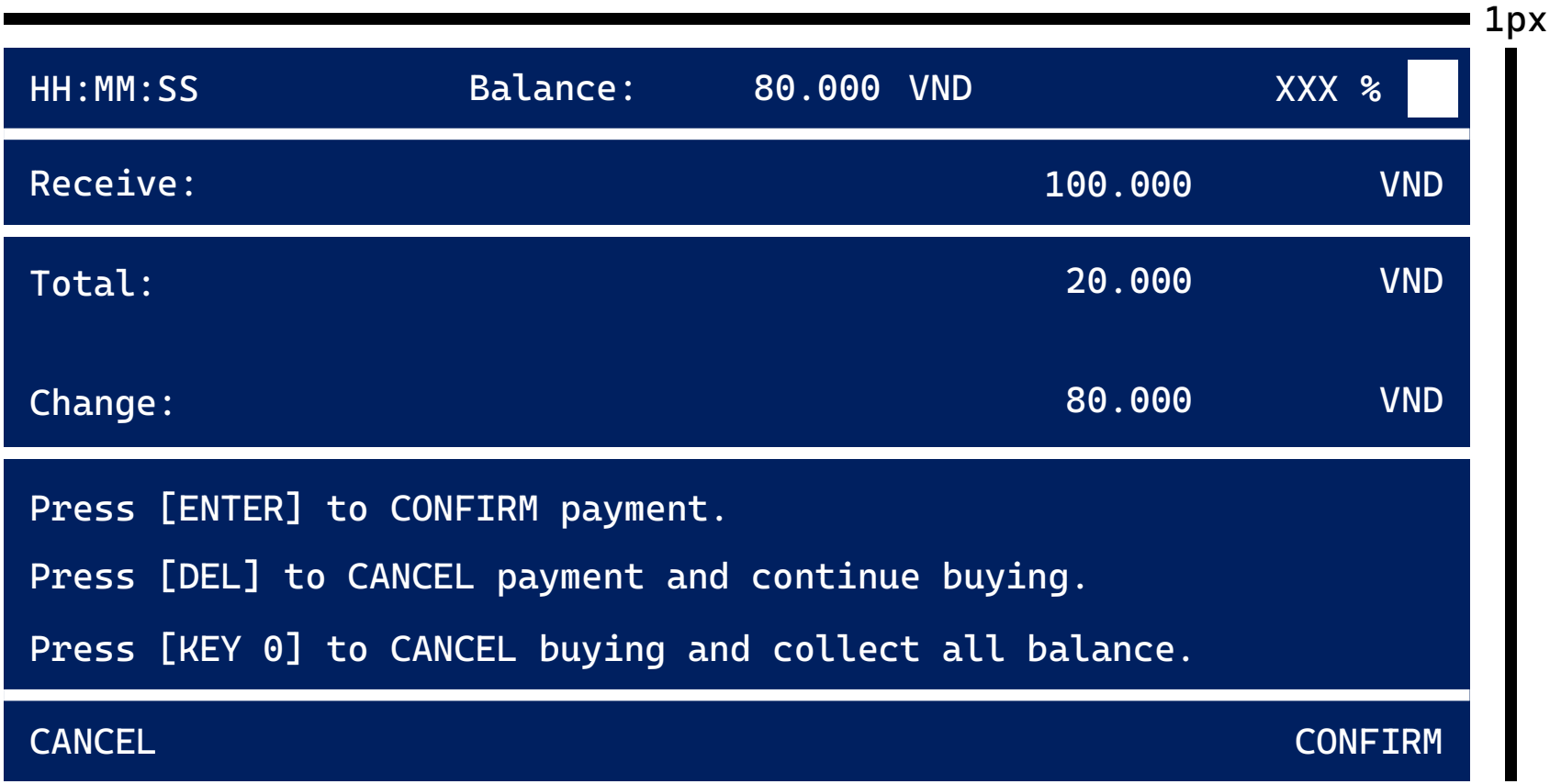
UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> confirm, if balance > sub_total, return to MainMenu, balance -= sub_total, else (balance = sub_total), to PayPage
DELETE -> cancel and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



MainMenu

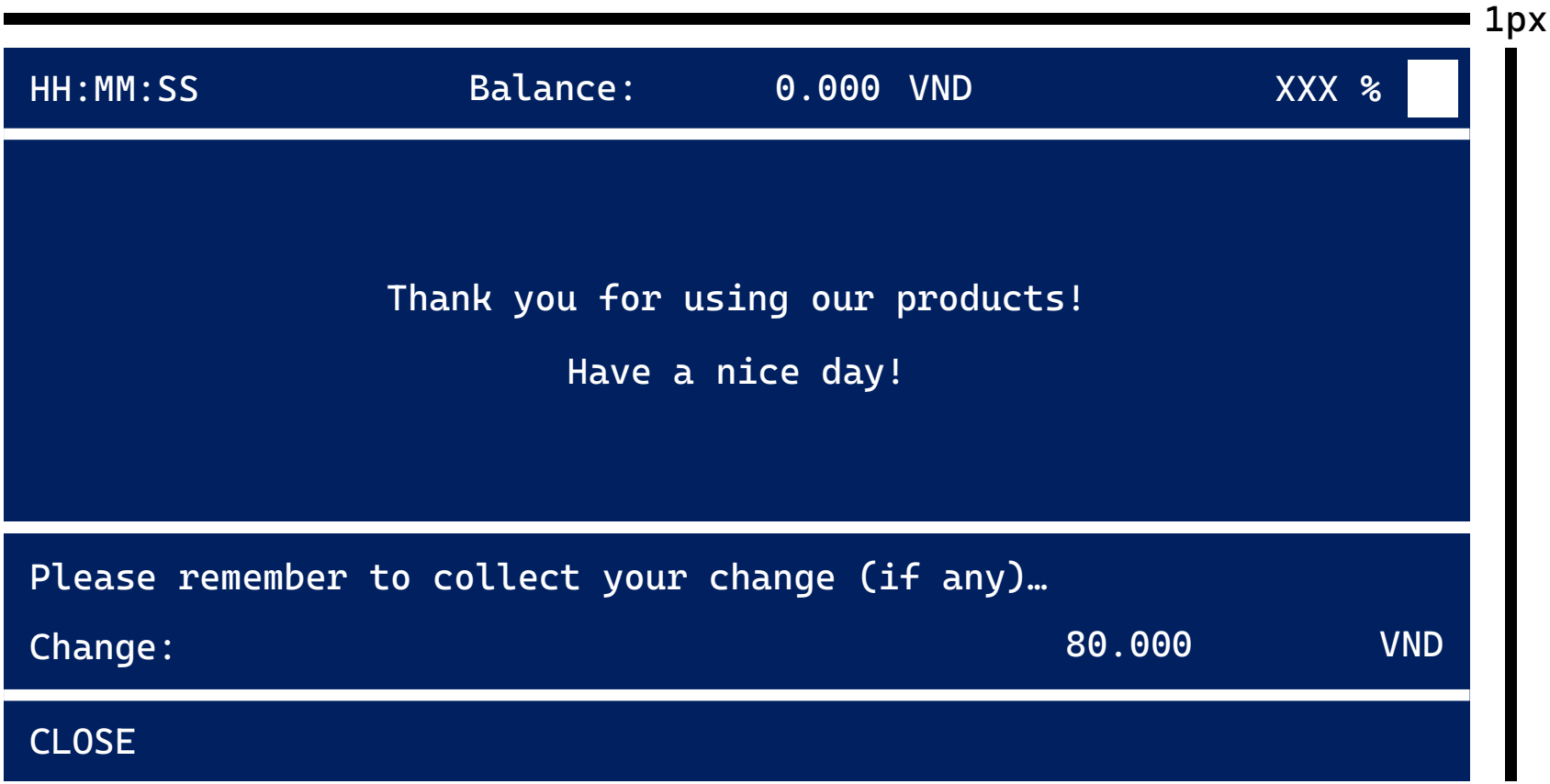
Initial:
Point at ID 1 if lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item
ENTER -> enter the ItemDetailPage[x]
DELETE -> go to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



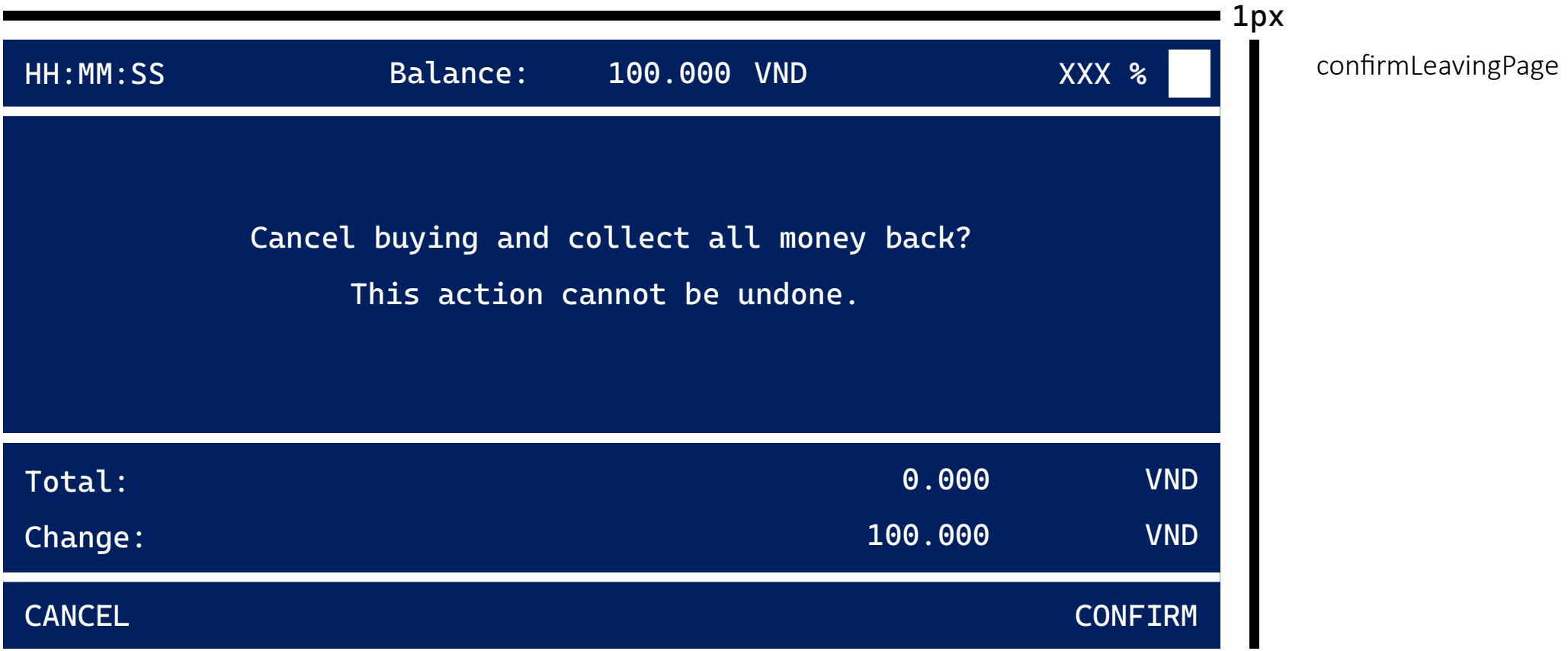
PayPage

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> let's go to thanksPage
DELETE -> cancel paying and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9 -> do nothing
0 -> cancel buying and go to confirmLeavingPage



thanksPage

UP, DOWN, LEFT, RIGHT -> close and return to MainMenu
ENTER -> close and return to MainMenu
DELETE -> close and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu



UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> go to thanksPage
DELETE -> return to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

thanksPage

UP, DOWN, LEFT, RIGHT -> close and return to MainMenu
ENTER -> close and return to MainMenu
DELETE -> close and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu
Auto return to MainMenu after 10s