



## Summary General

- A store will contain the currently-loaded factory; the loaded factory can't be stored in the view because the data will get wiped
- A store will track user information, including save slots for factories
- There will be a menu in the FPC view for loading in a
- factory from a save slot
  A user can edit a factory, but will be unable to save their changes unless they're signed in
- The stores will act as the model, and the components will act as the view and controller
- The API and calculator logic are model territory, but could still be seperated into their own files and called by the models

## Specific

- All the valid item identifier inputs can be placed in a dropdown menu that gets filtered down via a search
- The user's data will get loaded in on sign-in
- When a user signs in, certain menus/features will become available



