UML DIAGRAMS:

* Class Diagrams
  + Ride Sharing
  + Events
  + Get involved
  + Resources
  + Generics (need better name)
* Package Diagram
* Deployment ✅
* Sequence Diagrams
  + ~~Ride sharing~~
    - Driver
    - Rider
  + Events
  + Joining community groups
  + Access community leader resources
* Activity Diagrams
  + ~~Resources access (lots of forks)~~
  + ~~Ride sharing~~
    - Driver
    - Rider (rides available or not available)
  + Get involved!

Classes

* Packages:
  + Validator (Interface)

Takes something we made, and passes it around

* + - Ride Validator
    - Community Leader Validator
* Controller
* Models:

UI: User interacts with UI, then UI talks to the controller