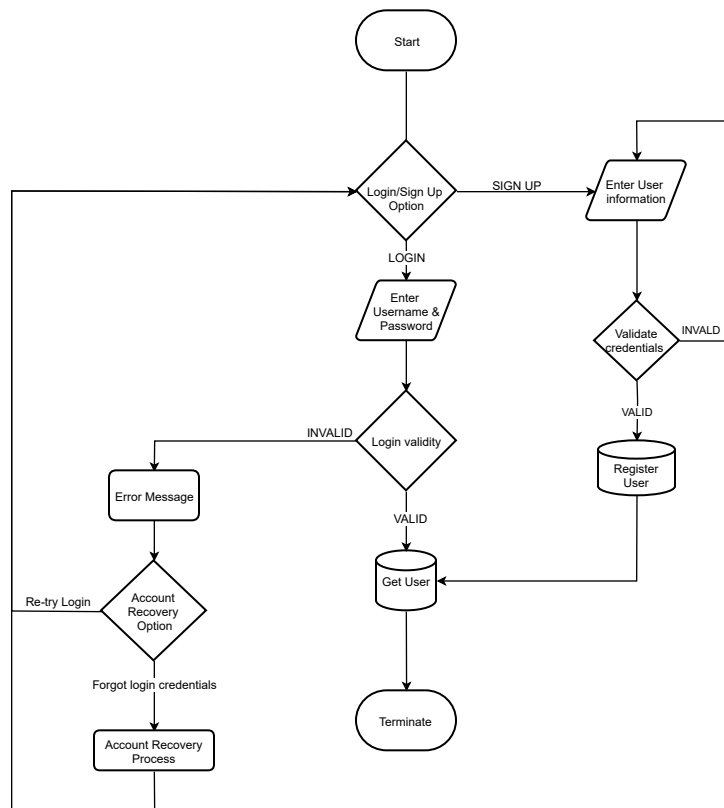


Menu

On start up of the mobile application the user will be prompted to log in. After successfully logging in the user will enter the lobby where they will have a sidebar button (Hamburger button) which will have the options to log out, navigate to the Help page or Settings page. If the user selects to sign out they will be sent back to the login page.



Login

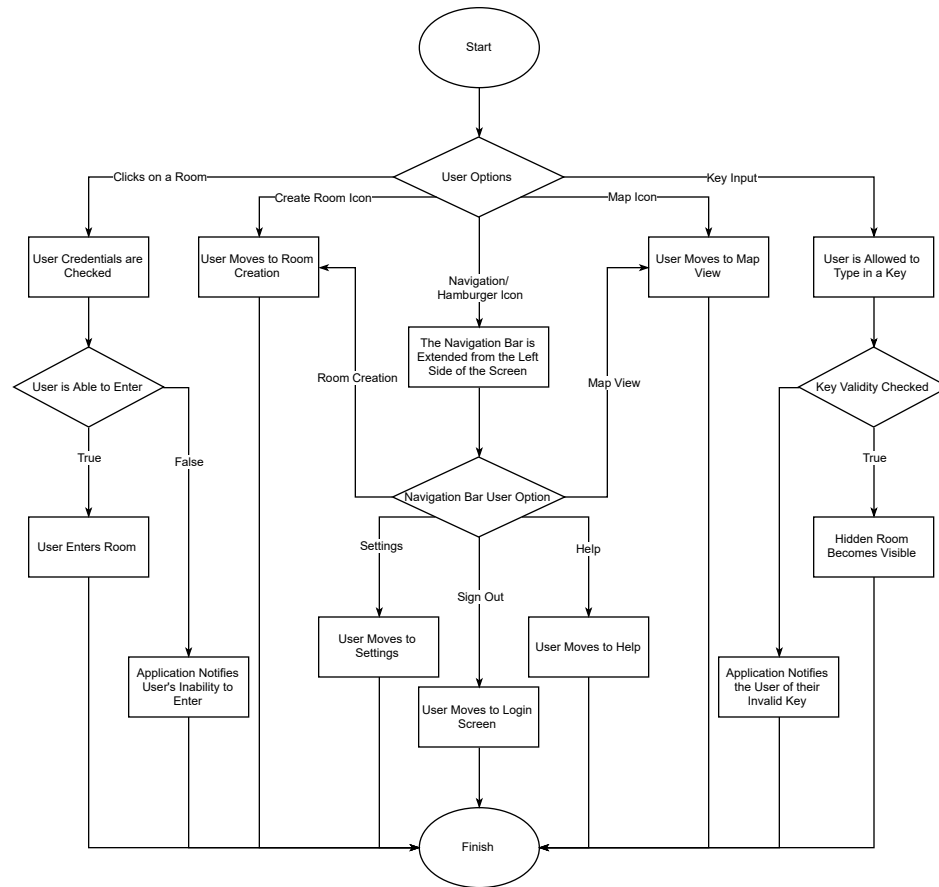
At the start of the LOGIN flowchart we have the initial Login or sign up prompt (login will be the default here). If a new user wishes to sign up that user would select Sign Up instead. After a user is successfully signed up they will be granted access to the application.

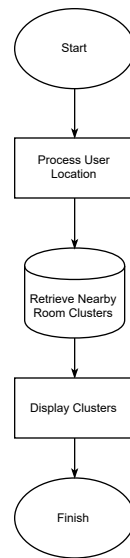
Sign Up: Here the user enters the information prompted using the syntax that is required. A user will be blocked at this stage until the proper syntax is met and the credentials are validated.

Login: Here an existing user enters the credentials to log in. If the credentials are VALID they are then verified and the user is logged in. If the credentials are INVALID a descriptive error message is displayed and the user is then able to re-try login in and has the option to recover their account and then will be prompted to log in again.

Lobby

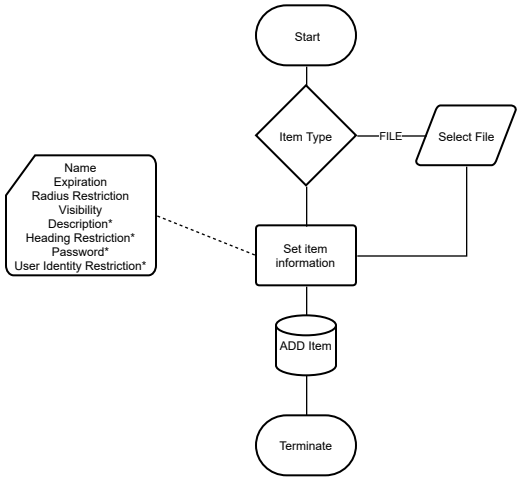
The lobby is the main space for user interaction where they will be able to find what they need to such as the ability to Join Rooms or Create them as they please along with many other features.





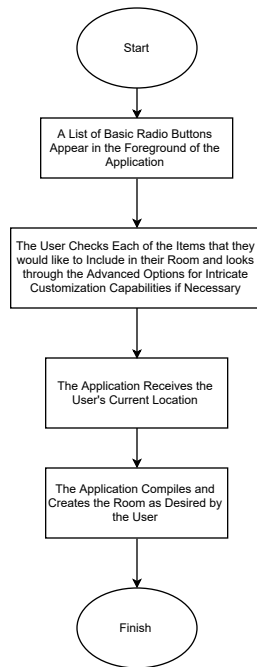
Display Map

In the display map option, users are able to see a list of room clusters in which if they click will send them to a lobby environment with those rooms in which they can interact with in a limited way.



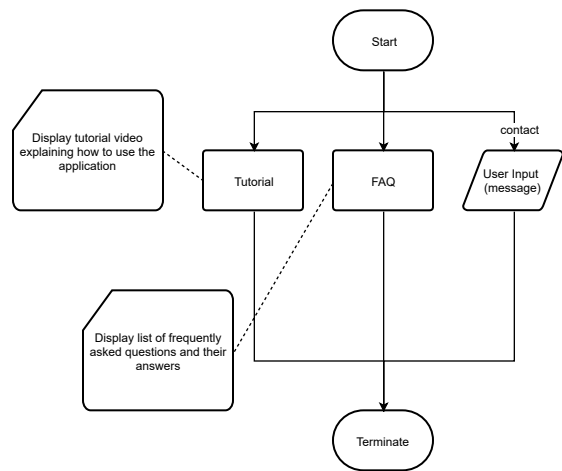
Add Item

Interface for user to add an item (room or file) to the database. User must set item name, expiration, radius restriction, visibility and may optionally set a description, heading restriction, password and user identity restrictions



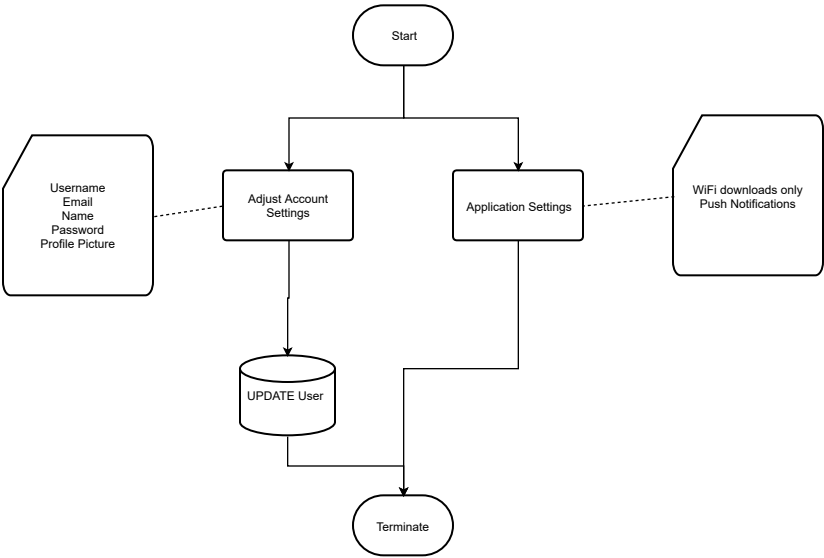
Room Creation

Each and every user has the ability to create a room where the only difference is the amount of items in which each room is capable of storing based on the users account status.



HELP

Help screen that provides a tutorial, faq, and a form for contact.



Settings

This is where the user will be able to toggle specific settings to provide a method to enhance their user experience throughout the application

Website

The website is simply there to simplify the process in which a user can interact with the files that they have downloaded/uploaded.

