```
  ┌─────────┐
 (  Startup  )
  └─────────┘
       │
       ▼
  ┌─────────┐
  │  Login  │◄──────────────────────────┐
  └─────────┘                           │
       │                                │
       ▼                                │
  ┌─────────┐     ┌───────────┐         │
  │  Lobby  │────►│ Side Menu │         │
  └─────────┘     └───────────┘         │
       │          │    │    │           │
       │          ▼    ▼    ▼           │
       │    ┌──────┐ ┌──────────┐       │
       │    │ Help │ │ Settings │       │
       │    └──────┘ └──────────┘       │
       │                                │
       │         ┌──────────┐           │
       └────────►│  Logout  │───────────┘
                 └──────────┘
```
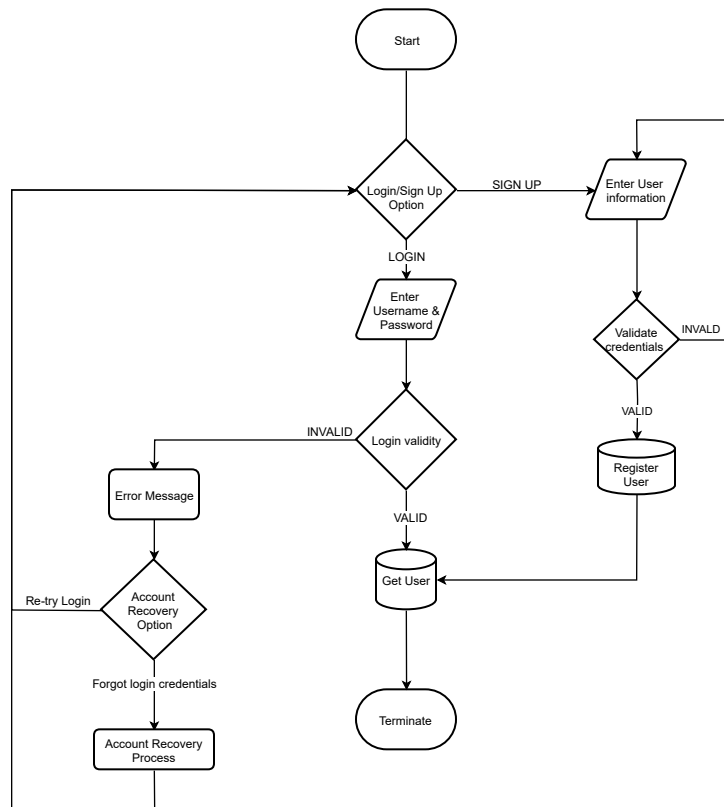
Menu

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.
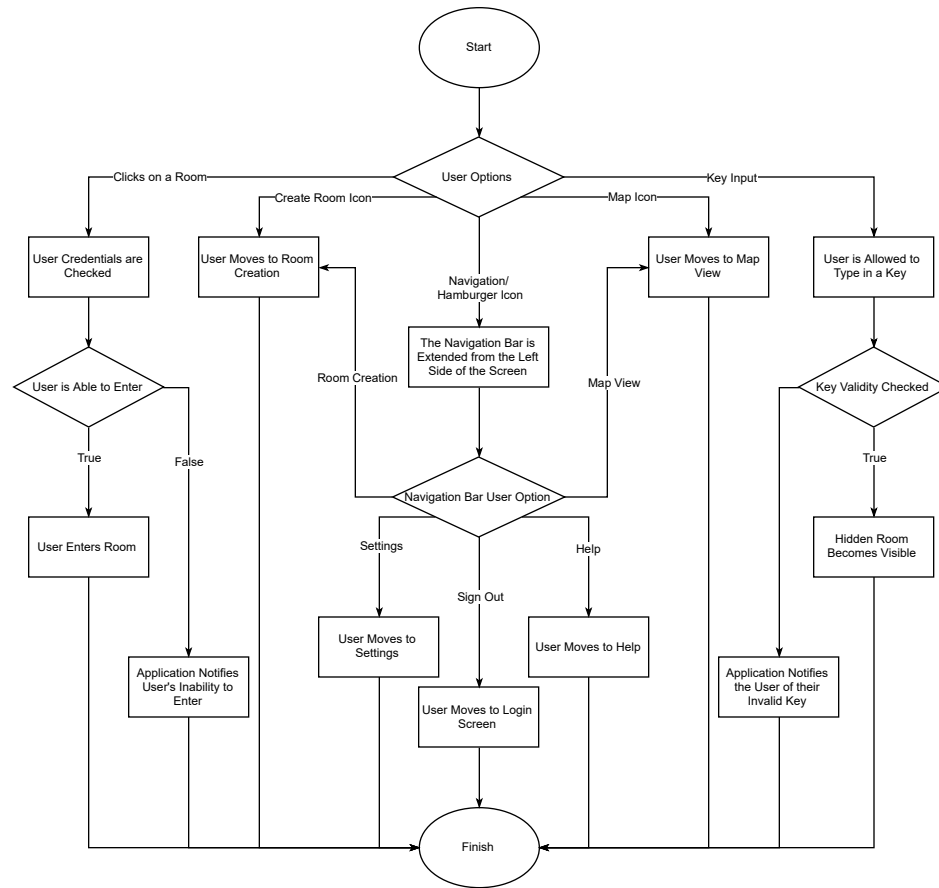
Login

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.
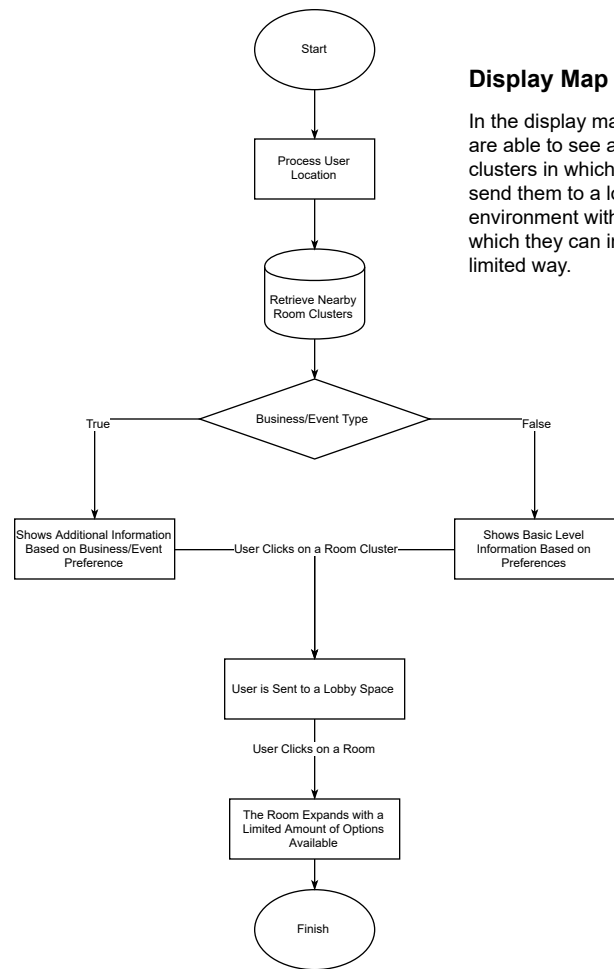
Sign Up: Here the user enters the information prompted using the syntax that is required. A user will be blocked at this stage until the proper syntax is met and the credentials are validated.
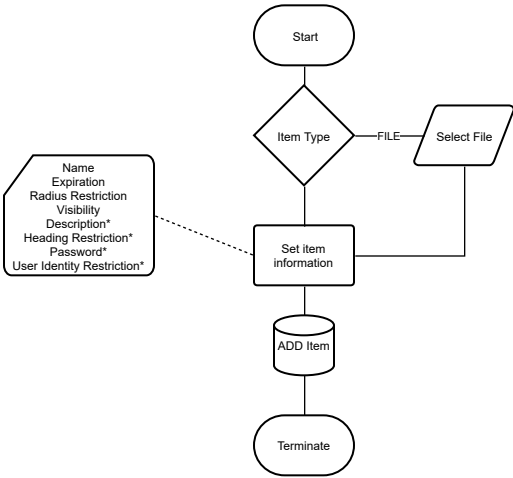
Login: Here an existing user enters the credentials to log in. If the credentials are VALID they are then verified and the user is logged in. If the credentials are INVALID a descriptive error message is displayed and the user is then able to re-try login in and has the option to recover their account and then will be prompted to log in again.

Start

User Options

Clicks on a Room

Create Room Icon

Map Icon

Key Input

User Credentials are Checked

User Moves to Room Creation

Navigation/ Hamburger Icon

User Moves to Map View

User is Allowed to Type in a Key

The Navigation Bar is Extended from the Left Side of the Screen

User is Able to Enter

Room Creation

Map View

Key Validity Checked

True

False

True

User Enters Room

Navigation Bar User Option

Hidden Room Becomes Visible

Settings

Help

Sign Out

Application Notifies User's Inability to Enter

User Moves to Settings

User Moves to Help

Application Notifies the User of their Invalid Key

User Moves to Login Screen

Finish

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.

Start

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.

Process User
Location

Retrieve Nearby
Room Clusters

True ——— Business/Event Type ——— False

Shows Additional Information
Based on Business/Event
Preference —— User Clicks on a Room Cluster —— Shows Basic Level
Information Based on
Preferences

User is Sent to a Lobby Space

User Clicks on a Room

The Room Expands with a
Limited Amount of Options
Available

Finish

Start

Item Type —FILE— Select File

Name
Expiration
Radius Restriction
Visibility
Description*
Heading Restriction*
Password*
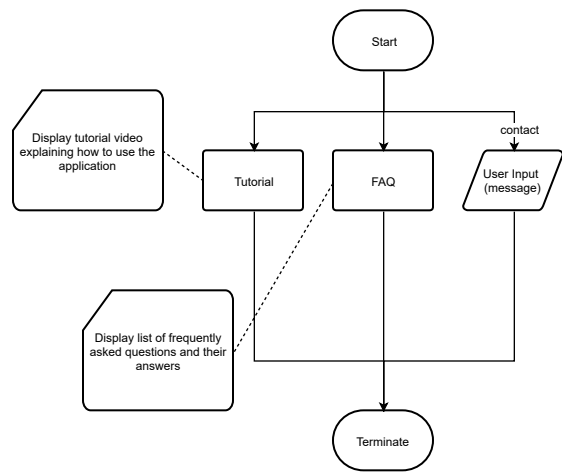User Identity Restriction*

Set item
information

ADD Item

Terminate

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

Start

Business/Event Type Room

True   False

A Paid User Set of Radio Buttons Appear in the Foreground of the Application

A List of Basic Radio Buttons Appear in the Foreground of the Application

The User Checks Each of the Items that they would like to Include in their Room and looks through the Advanced Options for Intricate Customization Capabilities if Necessary

The Application Receives the User's Current Location

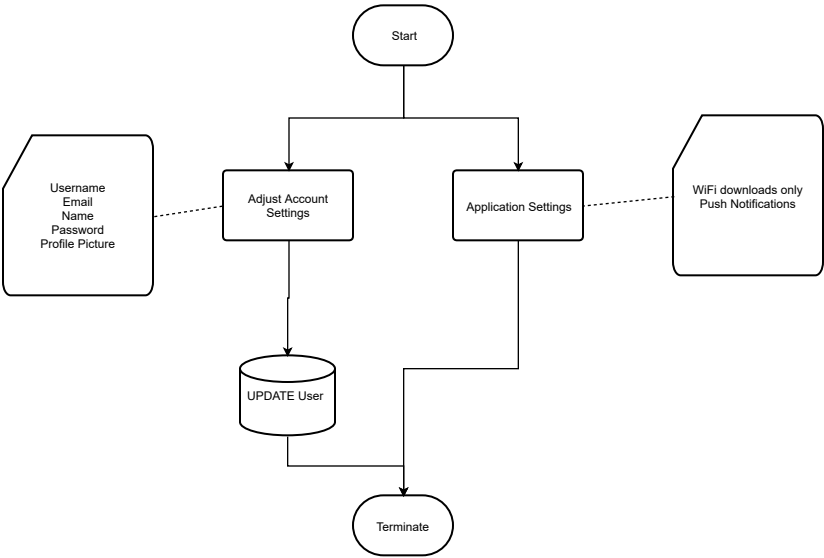The Application Compiles and Creates the Room as Desired by the User

Finish

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 capabale of storing based on the users account status.

Start

Display tutorial video
explaining how to use the
application

Tutorial

FAQ

contact

User Input
(message)

Display list of frequently
asked questions and their
answers

Terminate

HELP

Help screen that provides a tutorial, faq, and a

form for contact.

Start

Username
Email
Name
Password
Profile Picture

Adjust Account
Settings

Application Settings

WiFi downloads only
Push Notifications

UPDATE User

Terminate

Settings

This is where the user will 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.

Start

User has an account

No → User Moves to the Sign Up Page

Yes → User is Already Logged In

Web Page Notifies the User that the Information is Invalid

User Inputs their Information

Invalid

User Information is Checked for Validity

Valid

Added to the Database

No → User Inputs their Information

Web Page Notifies the User that the Information is Invalid

User Information is Checked for Validity

Invalid

Yes

User Moves to the User Page

Database Query for All of the File Link Strings

Display File Links if Any

User Options

User Clicks File Link — Drag and Drop/ Upload Icon

File gets
Uploaded to the
Database

Sign Out

Window Opens for the User to
Specify Save Location unless
Browser already Contains a
Default Save File

User gets Sent to the
Introduction Page
where they can Login

File Link is Created so that
the User is able to Access
both on Mobile and
Computer

Finish