Owners

AppRoot

MenuBar

NavBar
- DropDown

Store

Search
- DropDown

Sales
- *GameList*

Games

GamesBar
- DropDown

GameList

GameView

DropDownList

DropDownButton

GameList

TallGame
- ChipGroup

HorzGame
- ChipGroup

ChipGroup

Entry

DarkDecoration
Replaces the default decoration with a custom one that can actually change colors

NavBar
UI to traverse routeState, including arrows and page buttons.
Page buttons are populated using the pageNames array
All page changes are applied to the "page" key in the routeState

NavBar(RouteState, pageNames: ArrayList<String>)

AppRoot
Entry point of application, handles high-level routing and toolbars

RouteState
Stores and sends global state of application,
this will be the magic behind the back and forward buttons

RouteState(initialState: ArrayList<Pair>) #Set initial state

#Below functions modify / navigate the state
pushState(stateChanges: ArrayList<Pair>)
hasNextState()
hasPrevState()
toNextState()
toPrevState()

#GUI will subscribe to handle back-button presses, etc.
subscribe(listener: Function<HashMap<String, Object> >): String
unsubscribe(subKey: String)

Store
Store(RouteState)
GameCollection masterCollection;
GameCollection activeCollection;

GameCollection
getGamesContainingString(String name): Ga
getGames(List<String> categories, List<String> filters): GameCollection
List<GameData> sortPopular();
List<GameData> sortRecent();
List<GameData> sortAlphabetical();
List<GameData> sortPrice();

GameData
String title;
String description;
Int numSales;
DatedatePublished;
Boolean owned;
float price;
float salePrice;
String largeImgUri;
String vertImgUri;
String horzImgUri;
String gifUri;
String color;
ArrayList<String> categories;
ArrayList<String> filters;