Family System


```
user          :MeFragment              :Database

  |  createFamily  |                      |
  |--------------->|                      |
  |                | generateFamilyInvitationCode
  |                |----┐                 |
  |                |<---┘                 |
  |                |                      |
  |                | uploadFamilyInformation
  |                |--------------------->|
  |                |                      |
  |  joinFamily    |                      |
  |--------------->|                      |
  | inputInvitationCode |                 |
  |--------------->|                      |
  |                |   varifyCode         |
  |                |--------------------->|
```

alt [ifCodeValid]

- updateFamilyInformation
- updateUserInformation
- sendMsg: successfully join family
- :TreeFragment
- updateTree

[else]

- rejectRequest
- sendErrorMsg: invalid code
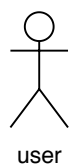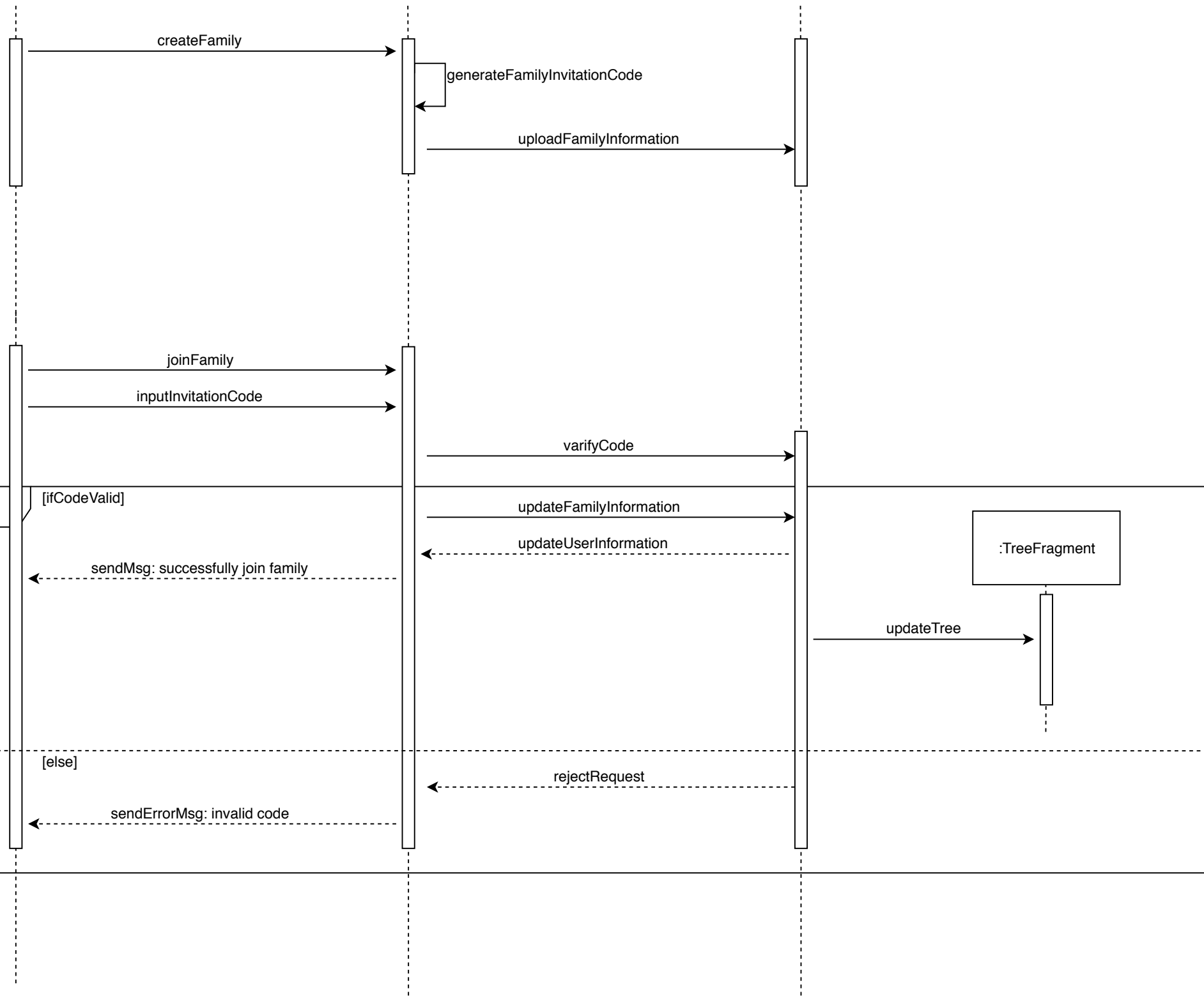
The user can create a family and get a family code and the family information will deliver to the database. For other family member who create an account, they can choose to join the family with the family code, once a family member is joined, the family tree will be updated accordingly in TreeFragmeny.