Scenarios:

1. User opens the app
2. App displays bluetooth login screen
3. User uses bluetooth to pair with device
4. App displays list of paired devices
5. User uses TUIO objects or gestures to choose which device of the connected devices is his
6. App checks if User is registered
   1. If not registered, device MAC address is added to database
   2. If registered, device MAC address is selected from database
7. App logs in User to their respective account
8. App displays GUI and specific data related to account
   1. If User is not admin, tutorial button is displayed
   2. If User is admin, no tutorial is displayed
9. User uses TUIO objects or gestures to select game start
10. App displays 4 plant pots a button to go to shop, a button to go to homepage, and the current balance of the user
11. User uses TUIO objects or Gestures to play
    1. **USING TUIO**
       1. To dig a pot, user places the shovel object on an unseeded & harvested pot
       2. To Seed a pot, user places the respective seed object on a dug pot
       3. To water a pot, user places a water bucket object over a seeded plot
       4. To harvest, user places the hoe object over a grown pot
       5. To go to store or go back, the user uses an emerald object to hover over the respective buttons
    2. **USING GESTURES**
       1. To dig a pot, user uses gestures to dig a pot
       2. To Seed a pot, user uses gestures to select a pot, then user points to the right with their left hand
       3. To water a pot, user uses gestures to water pot
       4. To harvest, user gestures uses gestures to select a pot, then user points left with their right hand
       5. To go to store, the users gestures to make an O with their hand
12. At the store
    1. **USING TUIO**
       1. To select a seed, user uses the emerald object to hover over a seed
       2. To buy a seed, user tilts the emerald object to the right
       3. To go back, user uses the emerald object to hover over the back button
    2. **Using Gestures**
       1. To select a seed, user points open hand towards which seed they want
       2. To buy a seed, user points to the right with their left hand
       3. To go back, user makes an O with their hand