Mason Camp

1. Log in screen- Camp
   * Allows the user to log into the app
2. Selection Screen-Camp
   * Allows you to select where you want to go
3. Saved information-Camp
   * Allows you to keep track of all your saved information like locker combination and number, bell schedule,class schedule, and your lunch pin
4. Assignment Storage-Camp
   * Stores your assignments in a list which you can view
5. Doodle (own product)-Camp
   * Allows you to draw on a canvas with multiple different colors

Front end

* Multiple list views so you can see your items
* Buttons to log you in to the app, go back in the app, and allows you to add assignments
* Textboxes to add your stuff into
* Labels to tell you what to add
* Canvas to let you draw
* Slider to let you adjust the size of your brush on the canvas

Back end

* Lists to store your information throughout the app
* Procedures that add your items to the lists
* Button.clicks that do different things like send you to another screen, add items, and switch colors on a canvas
* Accelerometer that if you shake the device it clears the canvas in the drawing area