1. Epics:
   1. Show an overview of the user’s wallets
      1. Items
         1. Wallet name
         2. Cryptocurrency
         3. # of currency
   2. User can add a wallet
      1. Items
         1. Wallet name
         2. List of cryptocurrencies
         3. # of currency
      2. Explanation  
         See 4.a
   3. User can edit a wallet
      1. Items
         1. Wallet name
         2. List of cryptocurrencies
         3. # of currency
      2. Explanation  
         See 4.a
   4. User can delete a wallet
      1. Items
         1. Wallet name
         2. List of cryptocurrencies
         3. # of currency
      2. Explanation  
         See 4.a
2. [Databasemodel](Mockups/UML.drawio)
3. Mockups
   1. [OverviewWallet](Mockups/OverviewWallet.drawio)
   2. [AddWallet](Mockups/DetailsWallet.drawio)
   3. [EditWallet](Mockups/DetailsWallet.drawio)
   4. [DeleteWallet](Mockups/DetailsWallet.drawio)
4. Explanation of screens
   1. WalletDetails  
      User sees a listview. Here he sees the name and # of currency, per currency.  
      With a + button, a new line is added.   
      With a delete button, user can delete a line, after a popup for confirmation shows.   
      There is a delete button for the wallet. user can delete a wallet, after a popup for confirmation shows.  
      There are textfields with the details of the selected currency of the listview. Depending on the action, the border of the textfield has the color green (add), yellow (edit) or red (delete).   
      There is a save button to save the new crypto or to edit the selected crypto.   
      There is a Go To Overview button to go to the overview and saves all changes.  
      When user come’s in this screen from add wallet, the textfield of the wallet is editable, otherwise it’s readonly.   
      With small icon, the textfield of wallet name, switches between edit and readonly.

Update 20210312: 

This is a dropdown with the existing crypto in the database.

With the new greed add button, user can add a new crypto (to be created)