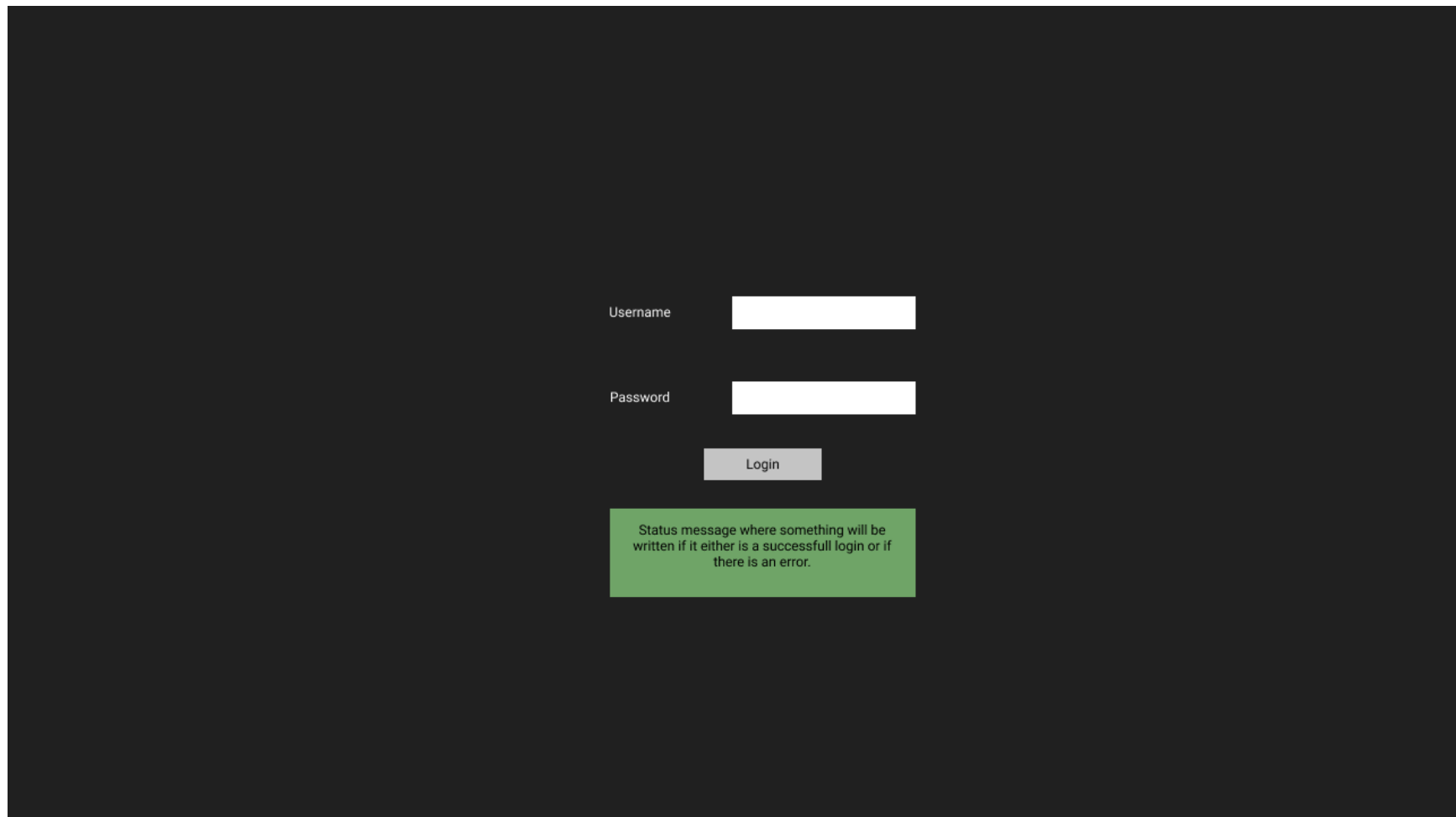


Prototype screen 1: Login

- Username and password entered are stored
- Service for authorization is called with username and password
- If token is obtained, save token and call the channels service
 - o If an error occurs, display a message in the status section under the form



A login form prototype centered on a dark gray background. The form consists of the following elements:

- A label "Username" in white text to the left of a white rectangular input field.
- A label "Password" in white text to the left of a white rectangular input field.
- A gray rectangular button with the text "Login" in white, centered below the password field.
- A green rectangular box below the login button containing the text: "Status message where something will be written if it either is a successfull login or if there is an error."

Prototype screen 2: Channels

- If channels are obtained, save them
- Use channels to generate clickable channel bar objects
- Channels contain an image (obtained through the link with ID of channel), channel name and URL to the video
- On channel click, the video screen is displayed that plays the url of the channel video



Prototype screen 3: Video

- Video screen features standard controls (play/pause, rewind forward and backward)
- If X is clicked, it returns back to the channel list

