



Player sign in directly responds and interacts with player entity

This fragment will display information from my scene data model. Specifically the exact scene they are at

This button switches to have the users interact with input entity through the camera.

Here is where Clarifai keeps track of what objects were found. Inputs here are added into input entity model

User input changes the storyline, then would prompt user for new picture 'theme.'

User choice selection dictates next scene that is represented from scene table

Buttons give direct interaction with users into Choices entity table.