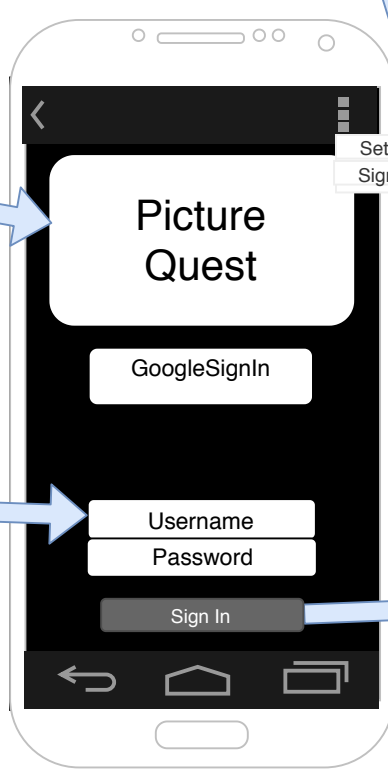


Dark Mode is not yet implemented only a light mode. Next version add themes and clean things up.

Setting screen not yet implemented. Not certain what to put in sure it will still be necessary by the end though.

Sign out of Google Sign In



Things to add into game, Title during the sign in screen.

Player sign in directly responds and interacts with player entity

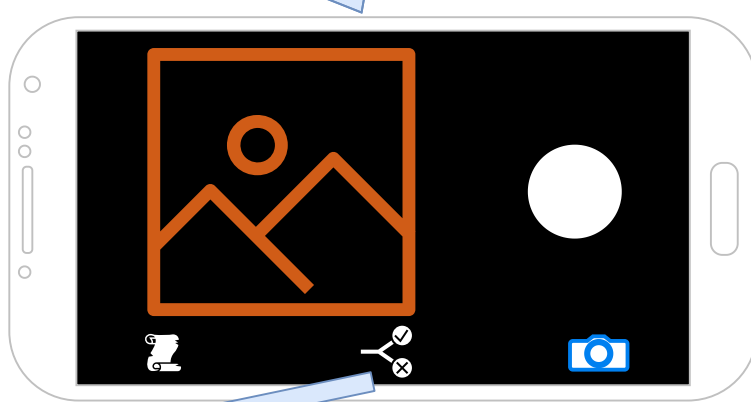


This fragment will display information from my scene data model. Specifically the exact scene they are at.  
  
Currently the game displays this in a simple Listview that displays the current scene's text display and tells the input request after a line break.

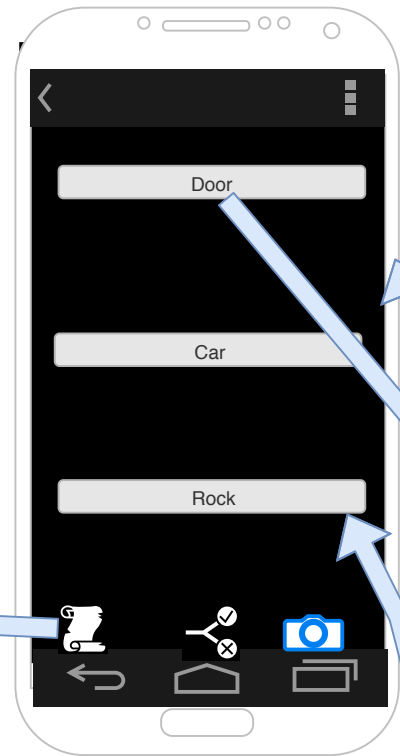
This button switches to have the users interact with input entity through the camera.

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

The story bottom navigation can reference back to previous story so users can check where they are.



Current version simply displays the results found such as "door"  
  
In further versions having text associated with the choices would make the game play more fluid.



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.

