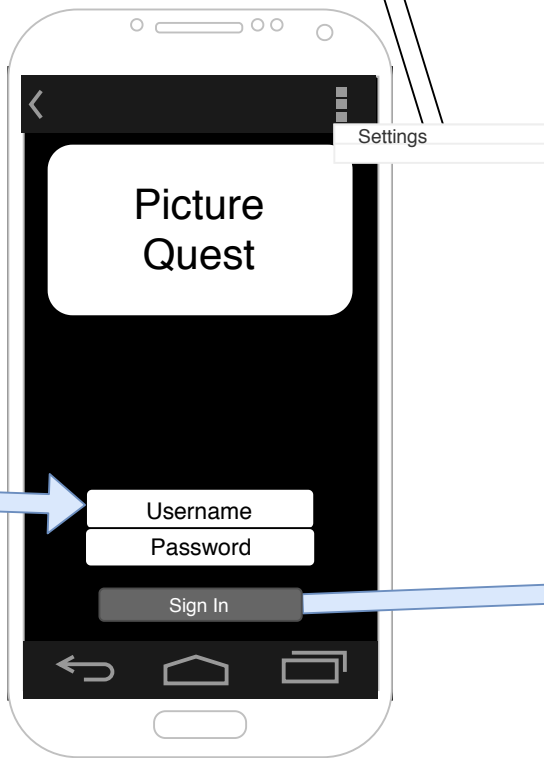
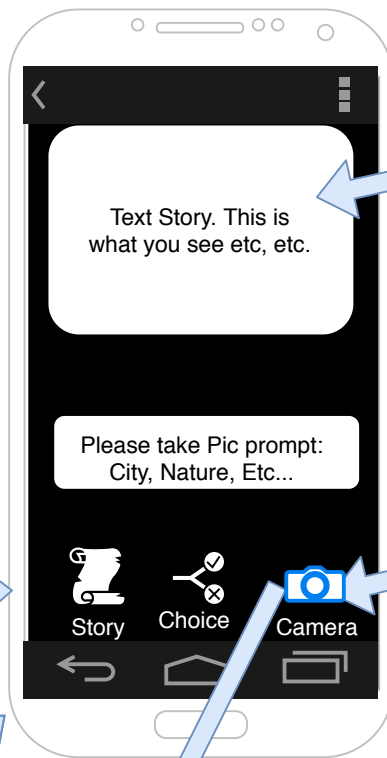


Setting screen not yet implemented. Not certain what to put in sure it will still be necessary by the end though.



Player sign in directly responds and interacts with player entity

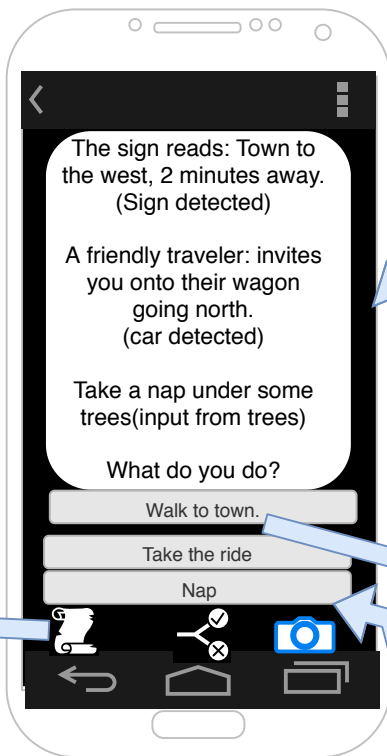


This fragment will display information from my scene data model. Specifically the exact scene they are at

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

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

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.

