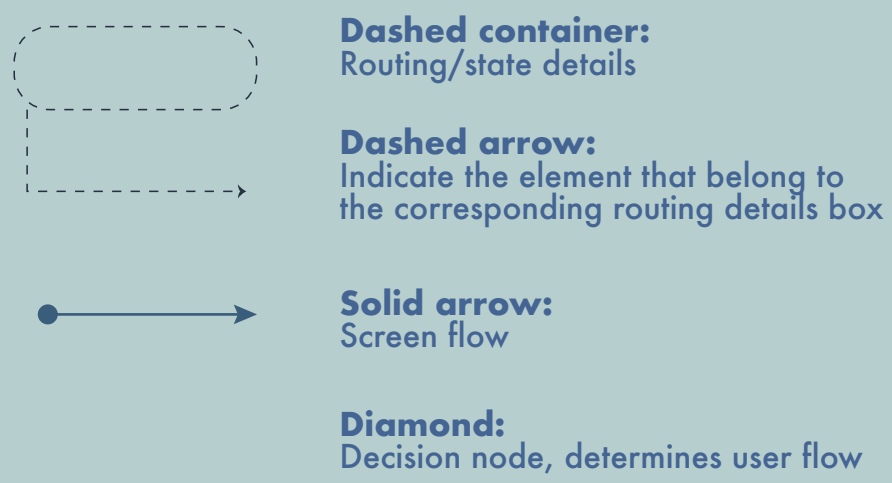
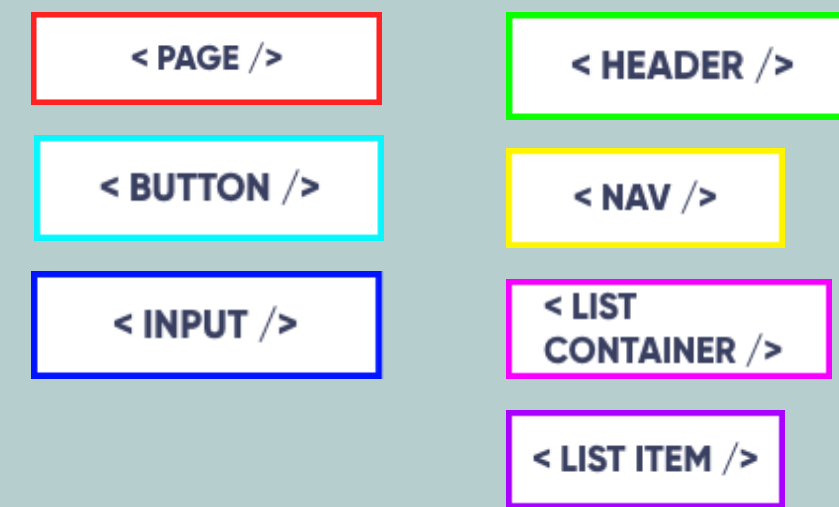


Gotta Go 2.0 Interaction Flow

Legend



Components



State: not logged in

State: logged in