

Loading Screen

Authentication:

Account Creation:

- Sign Up Pages (pt 1&2)
- User Agreement
- Login Page/1st Screen

Authorization:

Account Editing:

- Change Password
- Edit Account Page

Home Screen Page:

- Account
- Camera Display
- Settings
- Account Edit

Settings Page

- Battery Saver Mode.
- World Language
- Log Out
- Notifications

Business Users:

- Item Creation Form
- Upload Page

Consumer Users:

- Upload Page
- Item Information Page

- Draw.io Requirements
-
-
- <https://www.youtube.com/watch?v=I1yTfNIZSYU>

VISUAL STUFF:

- Pick Console App.(Net Framework)
- Class Program= item
- Static void main = start to any program
- First bracket= make output hello world.
+Console.WriteLine("Hello World");
- Every line ends with ;
- Case sensitive
- You can pick whatever you want from drop down, knows what you want.
- Another console command to use, console writeline and console readline.
- Name spaces allow you access to functionality.
- Askee value
- String = "no"
- Character = 'n'

- Floats = 7 doubles = a lot long doubles = even more
- Built-in types table (C# Reference)
<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/types-and-variables>
- <https://unity.com/learn>
- Plane starts at 0,0,0
- Center of the volume of the thing sits at the origin of the thing.
- Event system is key and it is where everything happens!
- Fit UI to scale
- Make sure function is public
- RlsfVoqTaE How to make UI in UNITY - EASY TUTORIAL