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| Software Development Team |
| Let’s Quiz |
| UI Documentation |

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# Screens

## Splash

### Purpose

The purpose of the splash screen is to try and establish a connection with the server to download the question pool. If the connection is unavailable a user should be able to choose if they wish attempt to retry establishing their connection or quit the application.

### Components

* Logo
* Loading Bar
* Error Modal

### Screenshot

|  |  |  |
| --- | --- | --- |
| **Entry** | **Establishing Connection** | **Connection Unavailable** |
|  |  |  |

## Login

### Purpose

The purpose of the login screen is to provide a way for a new user to register an account for the app, as well as providing existing users a way to login if for some reason they have logged out or are required to login again.

### Components

#### New User Specific

#### Existing User Specific

#### Common

* Logo
* Heading
* Error Modal
* Error Alert
* Skip Button
* Login with Google Button
* Login with Facebook Button

### Screenshot

#### New User

|  |  |  |
| --- | --- | --- |
| **Entry** | **Error** | **Logging In** |
|  |  |  |
|  |  |  |

#### Existing User

|  |  |  |
| --- | --- | --- |
| **Entry** | **Error** | **Logging In** |
|  |  |  |
|  |  |  |

## Menu

### Purpose

### Components

### Screenshot

|  |  |
| --- | --- |
| **Main** | **Navigation Drawer** |
|  |  |

## Submit Question

### Purpose

### Components

### Screenshot

## Game

### Purpose

### Components

### Screenshot

## Result

### Purpose

### Components

### Screenshot

## Account

### Purpose

### Components

### Screenshot

## Leaderboard

### Purpose

### Components

### Screenshot

## Settings

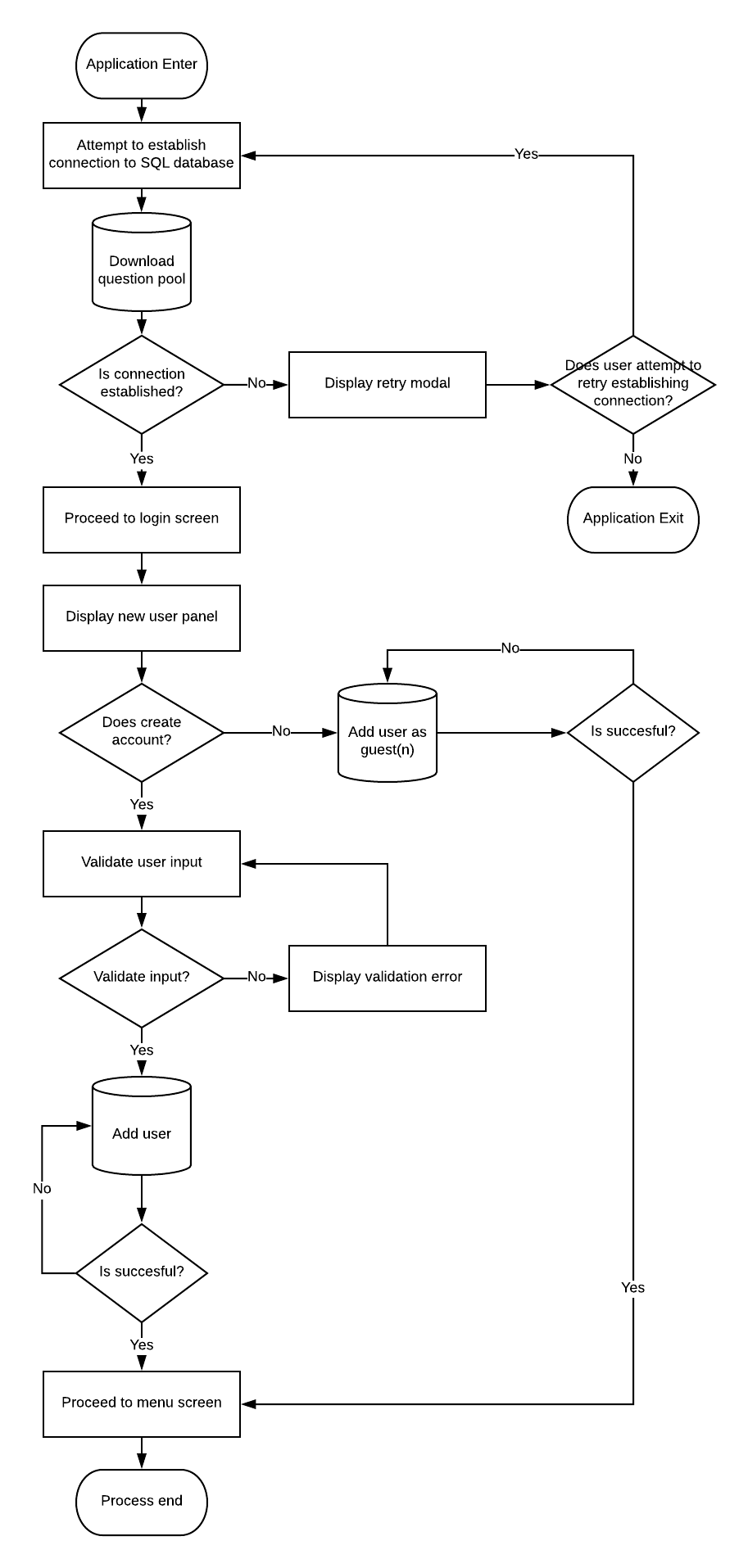
### Purpose

### Components

### Screenshot

# Process Flow

## New User



## Existing User

