This is a textual description of the Fridge Master UI and how it works.

HomeScreen- 3 options for the user. They are: Inventory, Scan New Item, and Settings. Selecting Settings will display SettingsScreen. Selecting Inventory will take the user to InventoryPage. Selecting Scan New Item will take the user to ScanScreen.

SettingsScreen- The default display is the current user settings, which can be changed by selecting the setting of choice. The back button in the top left returns the user to HomeScreen.

ScanScreen- This screen uses the devices camera to take a picture of a barcode to scan. The user has a button to take the picture/scan the code and the option to return to the previous screen in the top left (it could be HomeScreen or Inventorypage, will probably be streamlined to just InventoryPage).

InventoryPage- This screen displayed the users items, aka stuff that was already scanned in. If there are more items then the screen space allows, the item list will scroll. The user can click the right portion of each item to be linked to nutrition info for that item. Above the items, the user can select Add, which leads to ScanScreen, Edit, which goes to EditScreen, and Remove, which goes to DeleteScreen. There is also a back button in the top left which goes to the HomeScreen.

DeleteScreen- This screen allows users to select one or more items using checkboxes next to that item. Like Inventory page, the items will scroll if there are too many for the screen. By choosing Delete Selected in the top right, the selected items (if there are any) will be removed from their inventory. The back button in the top left returns the user to InventoryPage, and will not affect any selected items.

EditScreen- This page lists items similarly to InventoryPage, and scrolls in the same fashion. The back button in the top left returns the user to InventoryPage. Selecting an item will bring the user to EditItemScreen.

EditItemScreen- The item’s attributes are listed along with their values. Selecting the values will allow the user to edit them. The exact specifics of what is on this page are TBD. The cancel button in the top left will return the user to EditScreen without altering the item values. The Save button in the top right will return the user to EditScreen with the updated information.