



This is the project's state diagram. It shows the main dashboard state being the primary start to the application once the user is logged in. From there they have the various menu options including profile, messages, and matches. Within each menu item there are different actions that can be done. For profile, the user can edit their profile or go back to dashboard. From messages, the user can view messages and then send messages and return to dashboard. For matches, the user has more options. These include being able to send a match request, confirm a roommate match (which then must be finalized), or view matches and search for roommates. Then from dashboard, which the user can get back to at any time, they can close the application and log out which is shown simply by the end state (filled in black circle which is circled again in black). This is a tentative diagram, as exact specifics on what goes where is up for discussion.