|  |  |  |
| --- | --- | --- |
| components | component properties | Systems |
| 0.2 – Requirements  0.5 – Requirements  1.0 - Requirements |  |  |
|  |  |  |
| Component | Components  component  ComponentId = 0 |  |
|  |  |  |
| Entity (deprecated) | ComponentId = 1 |  |
|  |  |  |
| Setup | ComponentId = 2 |  |
|  |  |  |
| Countable | ComponentDBName  ComponentId = 11  count |  |
|  |  |  |
| Dashboards | ComponentDBName  ComponentId = 10  Viewable  Panels | DashboardSystem |
|  |  |  |
| Viewables | ComponentDBName  ComponentId = 12  isViewable  Style |  |
|  |  |  |
| Panels | PanelID | PanelSystem |
|  | PanelColor |  |
|  | PanelLocation |  |
|  | -> Labelable |  |
|  |  |  |
| Tasks | component\_id = 1 | TaskSystem |
|  | task\_id |  |
|  | task\_text |  |
|  | -> Describable |  |
|  | -> Members |  |
|  | -> Timers |  |
|  | repetition |  |
|  |  |  |
| Timers | TimerID | TimerSystem |
|  | CurrentTime |  |
|  | StartTime |  |
|  | Duration |  |
|  | Repetition |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Images | ImageID | ImageSystem |
|  | ImageURL |  |
|  | -> Describable |  |
|  |  |  |
| Inputables | InputID | InputSystem |
|  | Inputable |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| ViewConstraints | ViewConstraintID | ViewConstraintSystem |
|  | ViewConstraint |  |
|  |  |  |
| Descriptions | DescriptionID | DescriptionSystem |
|  | Describable |  |
|  | Description |  |
|  |  |  |
| Labelables | LabelID | LabelSystem |
|  | Labelable |  |
|  | Label |  |
|  |  |  |
|  |  | DatabaseSystem |
|  |  |  |
| Members | MemberID | MemberSystem |
|  | FirstName |  |
|  | LastName |  |
|  | NickName |  |
|  | Age |  |
|  | Gender |  |
|  |  |  |
| Logins | LoginID | LoginSystem |
|  | Email |  |
|  | Password |  |
|  |  |  |
| Groups | GroupID [Family] | GroupSystem |
|  | Describable |  |
|  | Members |  |
|  |  |  |
|  |  |  |
| SocialMedia | SocialMedia | SocialMediaSystem |
|  |  |  |
| Emails – For additional emails stored in the system | EmailID | EmailSystem |
|  | Email |  |
|  | DefaultEmail |  |
|  |  |  |
| Rewards | RewardID | RewardSystem |
|  | RewardType[time, money] |  |
|  | Reward |  |
|  |  |  |
| Settings | SettingID | SettingSystem |
|  |  |  |
|  |  |  |
|  |  |  |

Objects = Entity + Components

Entity = An instance of Components or Group of Components (NO?!)

Entity = GUID

Entity = does not hold data

Component = All data lives in components

1. Entity - *A container into which components can be added, usually hierarchical (any Entity can have sub-Entities)*.
2. Component - *Class of objects through which behaviors, looks and data can be added to an entity*.

Components – name, age, gender

Component Sets – groups of common components – Person

Component Set Table – Container for a Component Set

Component Table – Container for a Component Type

A System essentially provides the method-implementation for Components

System = methods/functions

Components = variables/properties

Entity = container/tables/component holder

Things (Entities)

- Member

- Member Associate

- Timers

- Settings

- Views (already done as part of swift's UIKit view objects)

- Panels (dashboard panels that holds a group of information)

- Dashboard

- Navigation

System

- Login System

- Firebase Access System

- Navigation System

- Dashboard System

- Timer System

- Member System

- Associate System

- Setting System

- Panel System