

1.1.1 EXIT POP-UP (Appears when operator logs out and "Back" button)

Buttons: **REVOKE EXITING...**, **FORCE JURY**, **CONFIRMATE JURY**

Logic: If tapping "Complete Survey" is known, only display room?
 - YES: Event room must have at least one asset or reservation. **GO TO EMPTY ROOM LIST**
 - NO: On completing it the project will become "End" only. **GO TO ENDING ROOM**

operator is taken to **Survey Room > Room List**
 Only display rooms

1.1.2 SYNC STATUS INDICATOR

Buttons: **SYNCING...**, **STATUS IS SYNCING...**, **FAILED TO SYNC...**

A. After an asset is added, deleted or disabled, until the project is ending, this sync line shows "Syncing" and "Status" is updated. If failed, this message pops up.
 B. When project has successfully synced, sync status shows "Syncing" and "Status" is updated. If failed, this message pops up.
 C. If project fails to sync, this status shows "Syncing" and "Status" is updated. If failed, this message pops up.

1.2 INTERACTIVE FLOOR PLAN LAYOUT (Here operator can view the room, drag the room and floor to select)

Buttons: **EXIT**, **PROJECT NAME**

Room 1001, Room 1002, Room 1003

operator is taken to **Survey Room > Room List**
 Only display rooms

1.3 ROOM VIEW (Here the operator can view the assets and reservations present in a room, as well as adding new)

Buttons: **BACK ROOM**, **TAKE THE OPERATOR BACK TO THIS 1.1 INTERACTIVE FLOOR PLAN VIEW**

Room 1001, Room 1002, Room 1003

By tapping a room with at least one asset in it the operator is taken to 1.1 "Empty Room"
 By tapping a room without assets the operator is taken to 1.1 "Empty Room"
 By tapping a room without assets the operator is taken to 1.1 "Empty Room"
 By tapping a room without assets the operator is taken to 1.1 "Empty Room"

1.4.1 INSTANCE EDITOR WIDGET

Buttons: **REVOKE**, **SAVE**

By tapping "REVOKE" the instance is removed from the list of rooms.
 By tapping "SAVE" the instance is added to the list of rooms.
 By tapping "REVOKE" the instance is removed from the list of rooms.
 By tapping "SAVE" the instance is added to the list of rooms.

1.4.2 ROOM'S PLANT BACKGROUNDS

Buttons: **REVOKE**, **SAVE**

By tapping "REVOKE" the instance is removed from the list of rooms.
 By tapping "SAVE" the instance is added to the list of rooms.
 By tapping "REVOKE" the instance is removed from the list of rooms.
 By tapping "SAVE" the instance is added to the list of rooms.

1.4.3 LEVEL PICKER (Let's operator toggle between levels/View floor)

Buttons: **LEVEL 1**, **LEVEL 2**, **LEVEL 3**, **LEVEL 4**, **LEVEL 5**

Level 1: Room 1001, Room 1002, Room 1003
 Level 2: Room 1001, Room 1002, Room 1003
 Level 3: Room 1001, Room 1002, Room 1003
 Level 4: Room 1001, Room 1002, Room 1003
 Level 5: Room 1001, Room 1002, Room 1003

By tapping on the "Room 1001" button the operator is taken to the 1.1 "Empty Room" view.

1.4.4 DO YOU REALLY WANT TO DELETE THIS ROOM?

Buttons: **DELETE**, **NO**

If the operator wants to delete a room, the operator is taken to the 1.1 "Empty Room" view.

[illegible]

3.0.1 PROGRESS TRACKER

3.0.2 COLOR SYSTEM

3.1 FIRST STEP OF THE WIZARD

3.2.1 SECOND STEP - ANNOTATION

3.2.2 SECOND STEP - TYPE SELECTION

3.3.1 THIRD STEP - TYPE FORM

3.3.2 THIRD STEP - NAME NEW TYPE

3.3.3 THIRD STEP - NAME NEW TYPE

3.4.1 FORM STEP - INSTANCE FORM

3.4.2 FORM STEP - INSTANCE FORM NEW TYPE

1.2.1 ROOM VIDEO AFTER NOTE CREATED.

1.2.2 ROOM VIDEO AFTER ASSET CREATED.