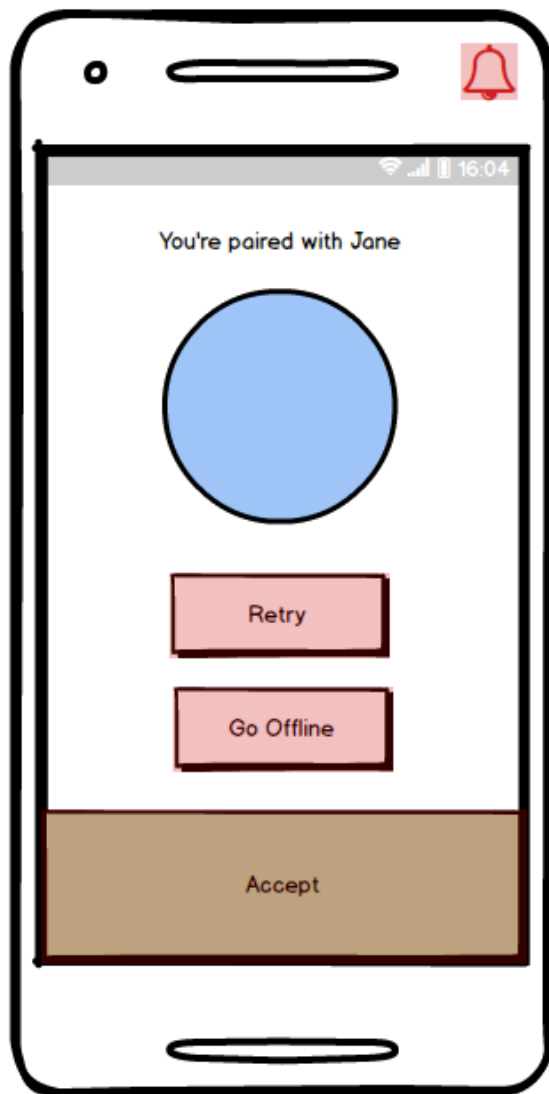
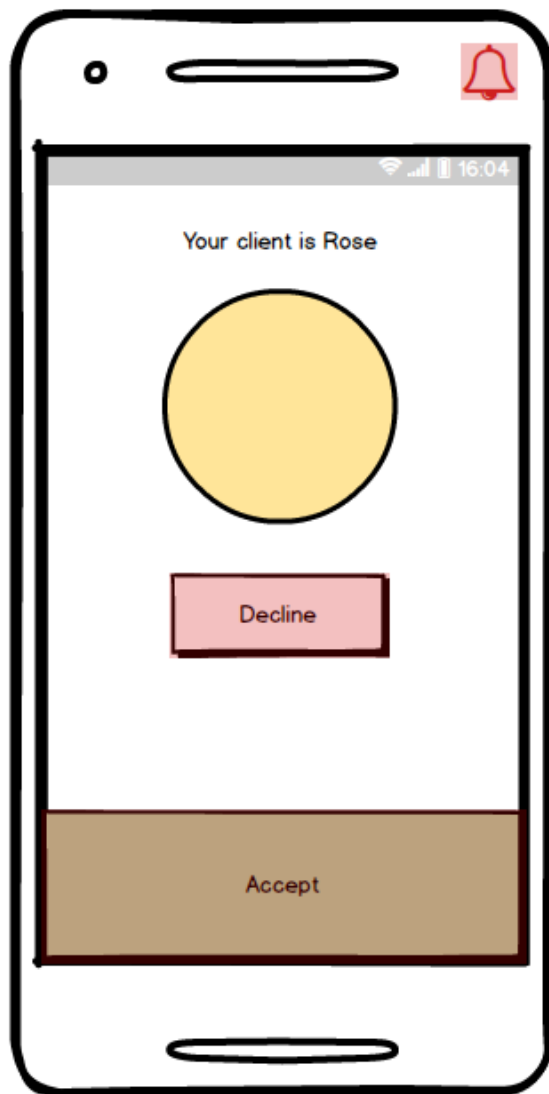


## PairingResult

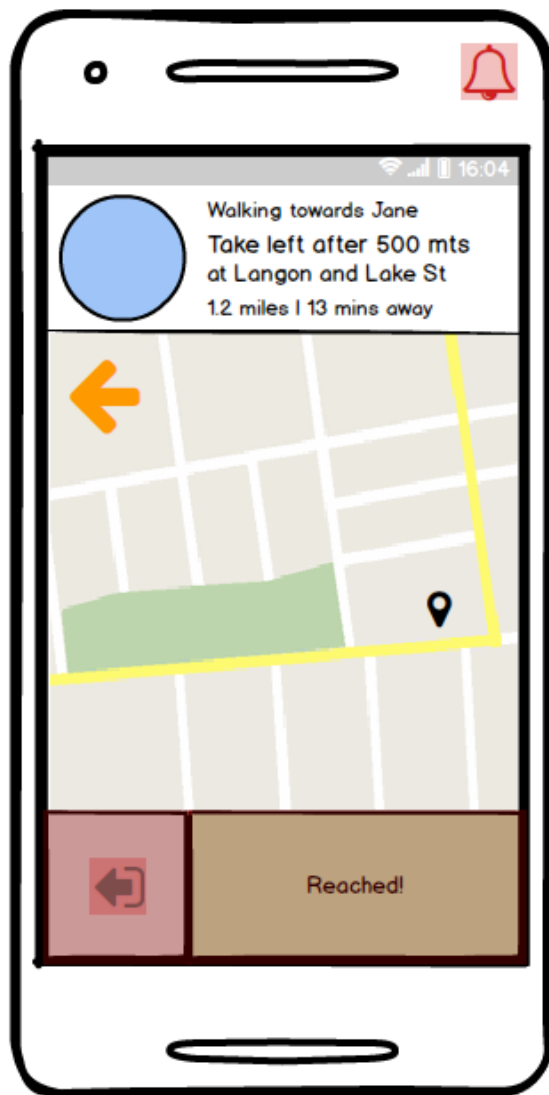


Open Question- Is there a time-out

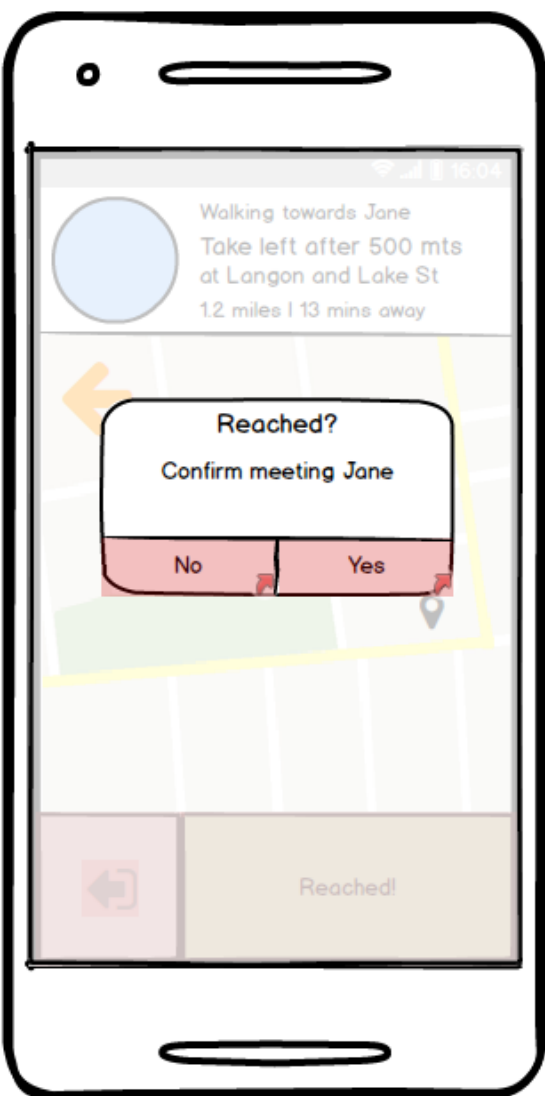
## ClientInviteNotification

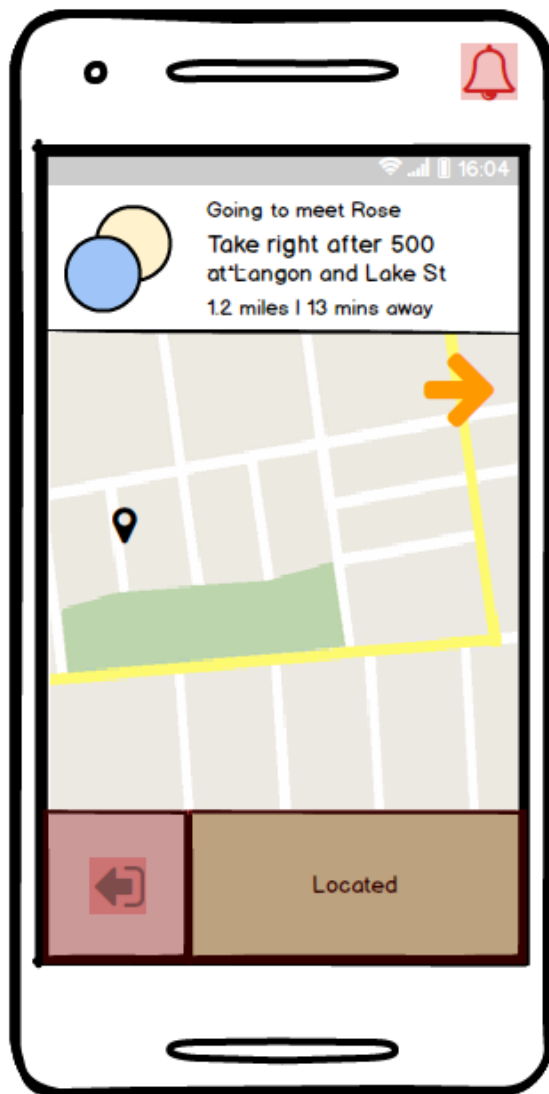


Open Questions- Is there a timeout?

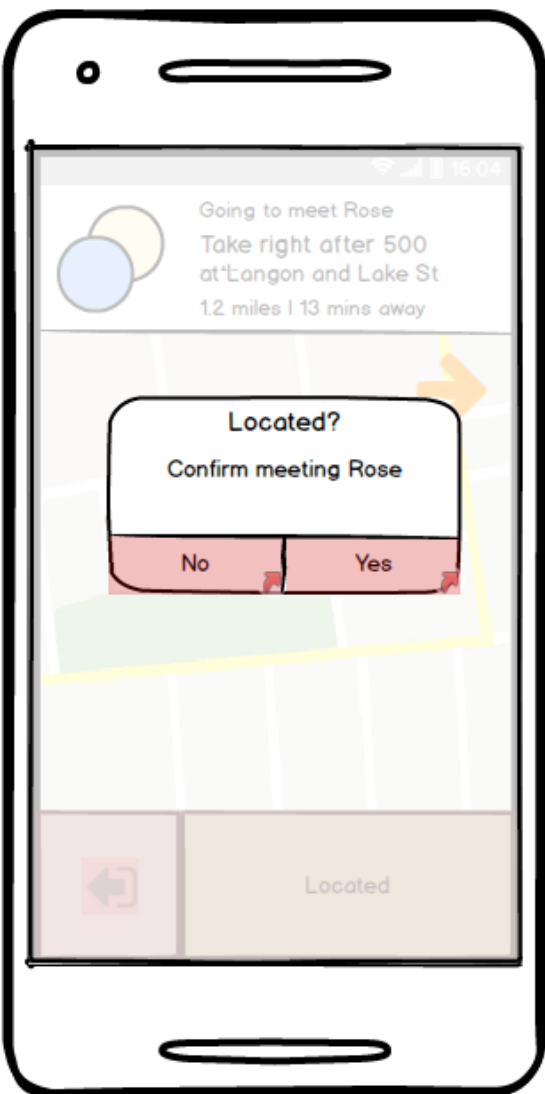


## NavigateToPair (incoming)



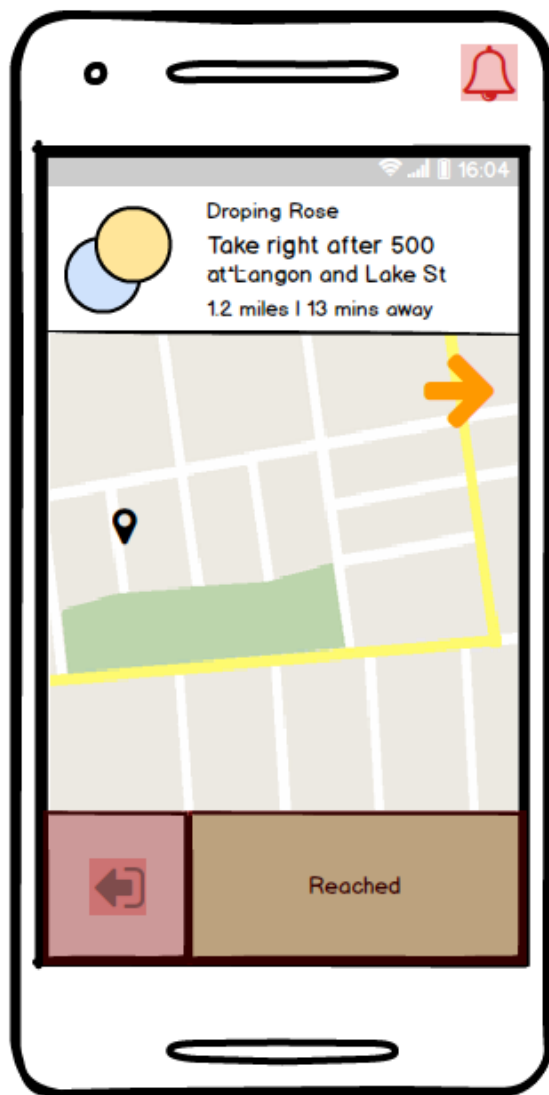


## NavigateToClient (incoming)



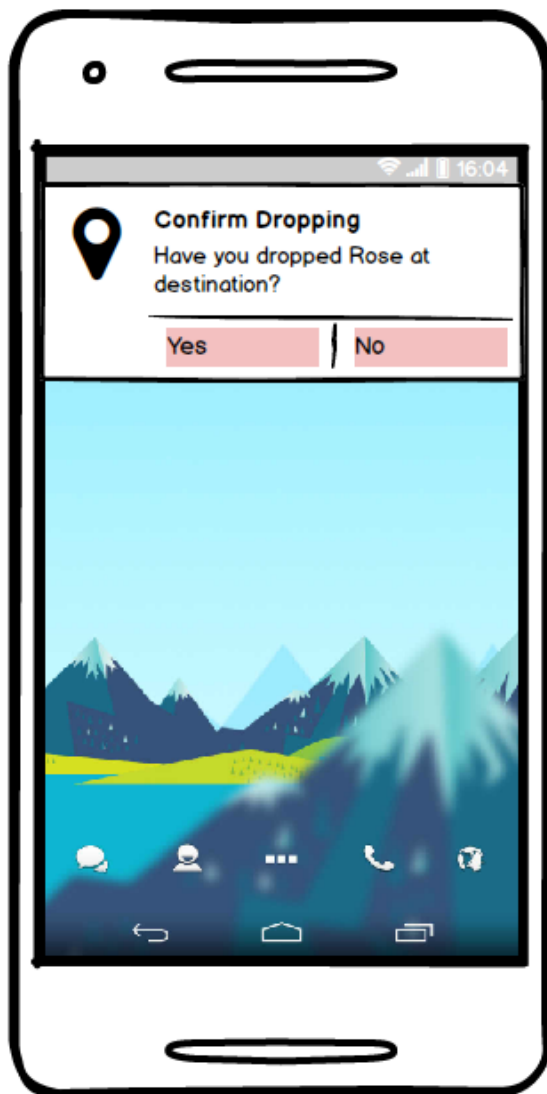
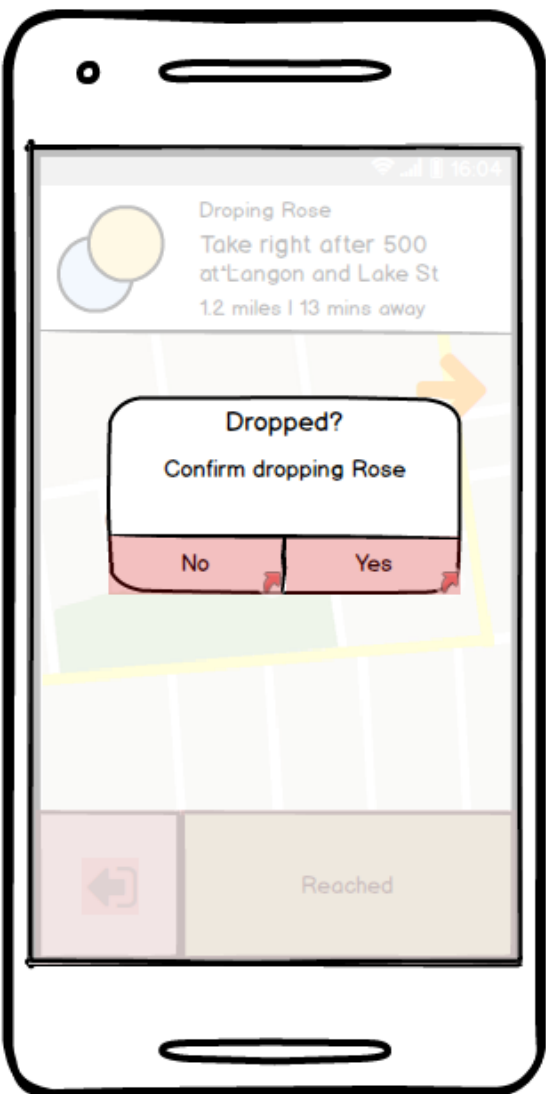


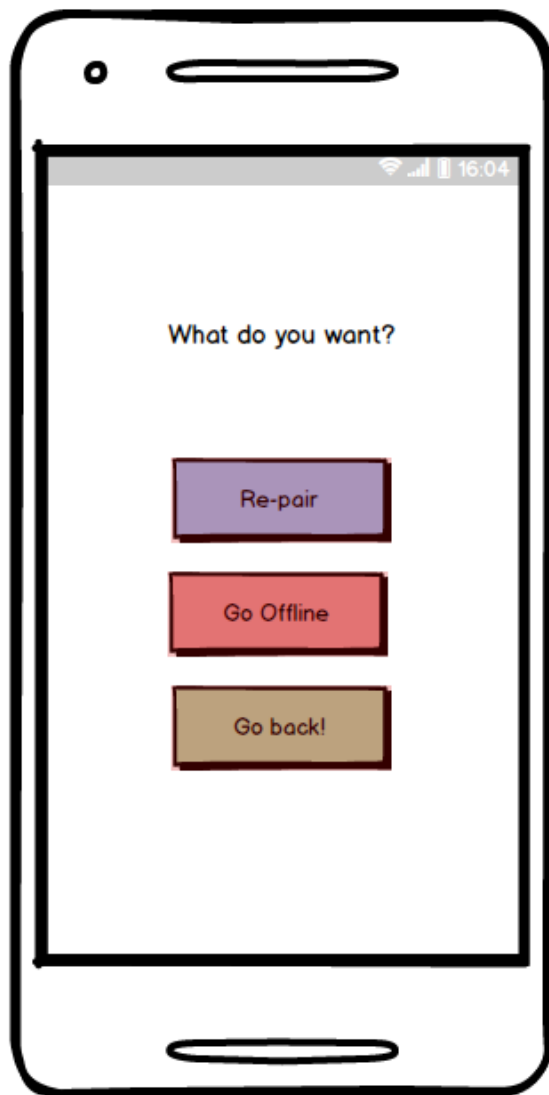
## NavigateWithClientToDestination

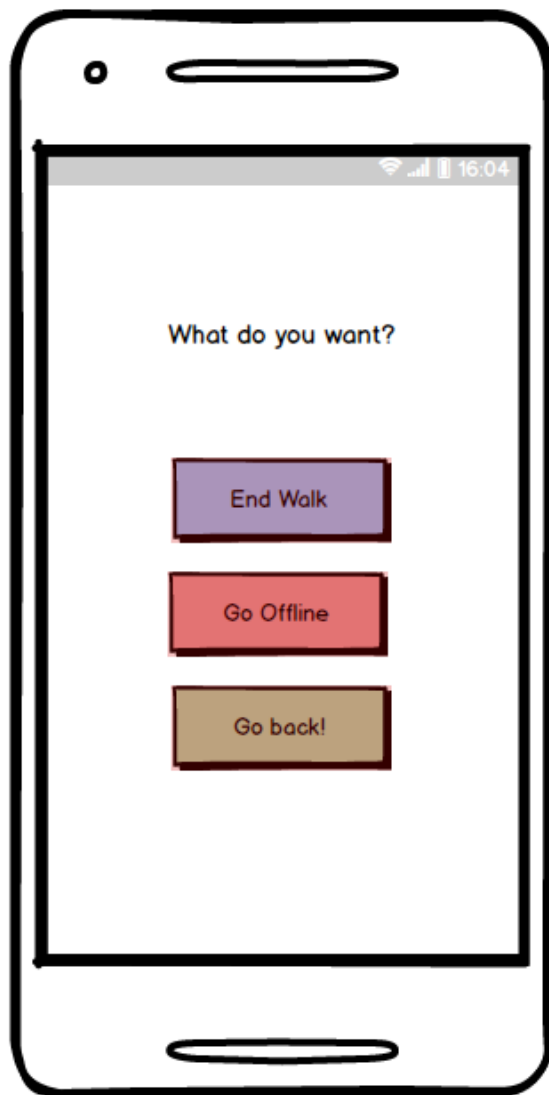


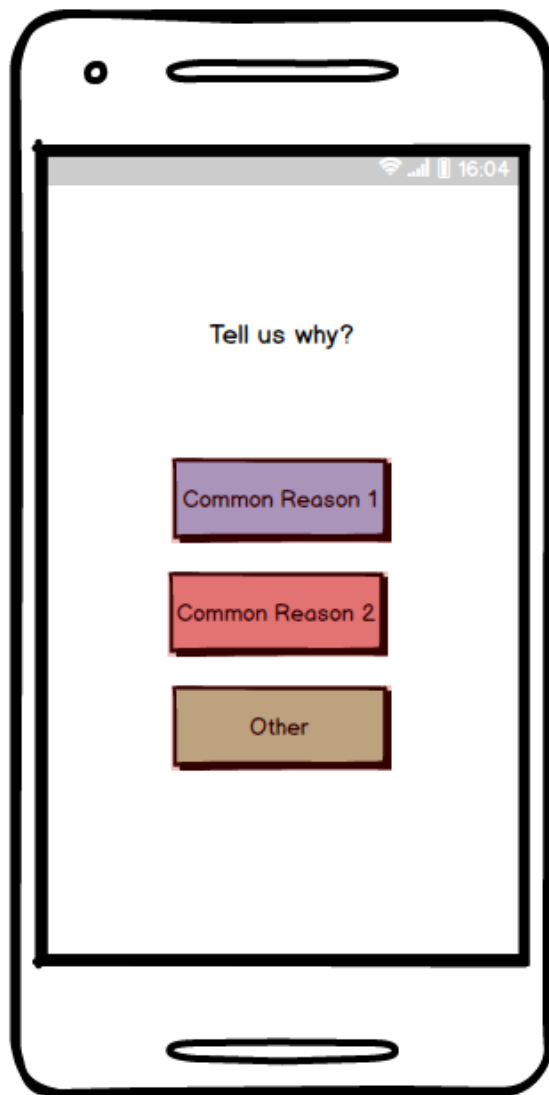
Open Questions- Should the walker be able to leave after accepting?

# NavigateWithClientToDestination (incoming)



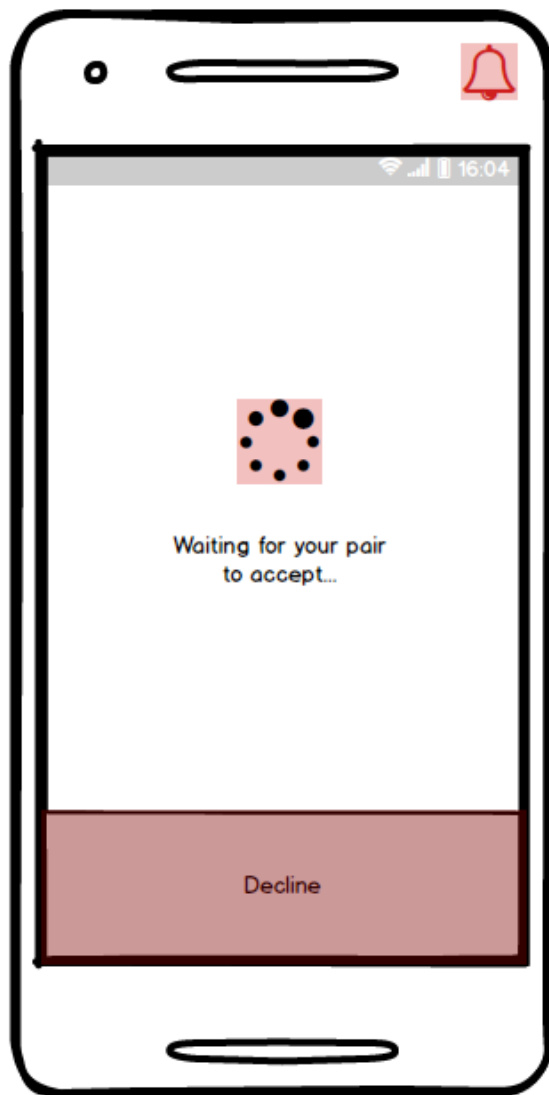




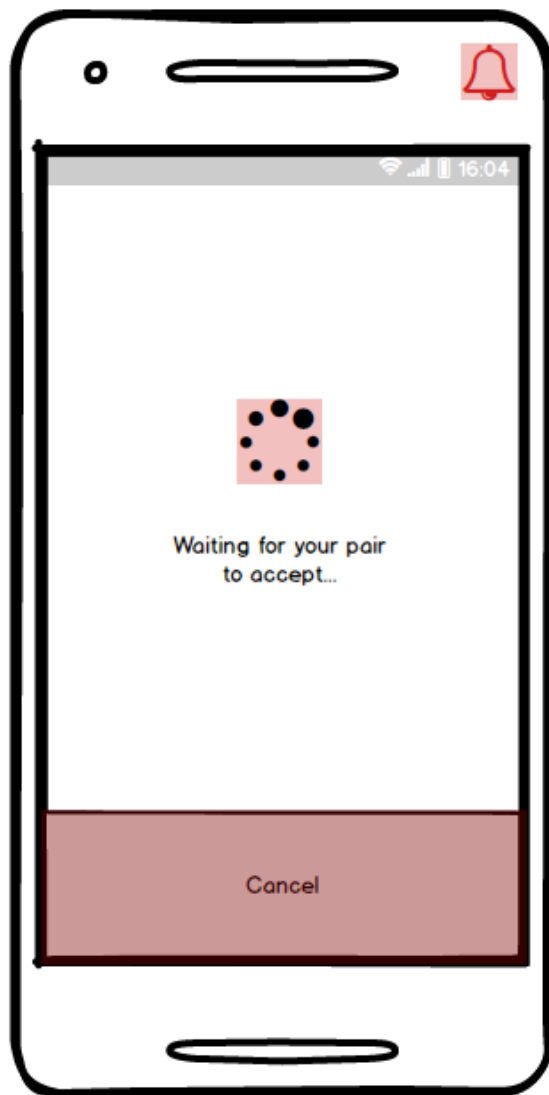




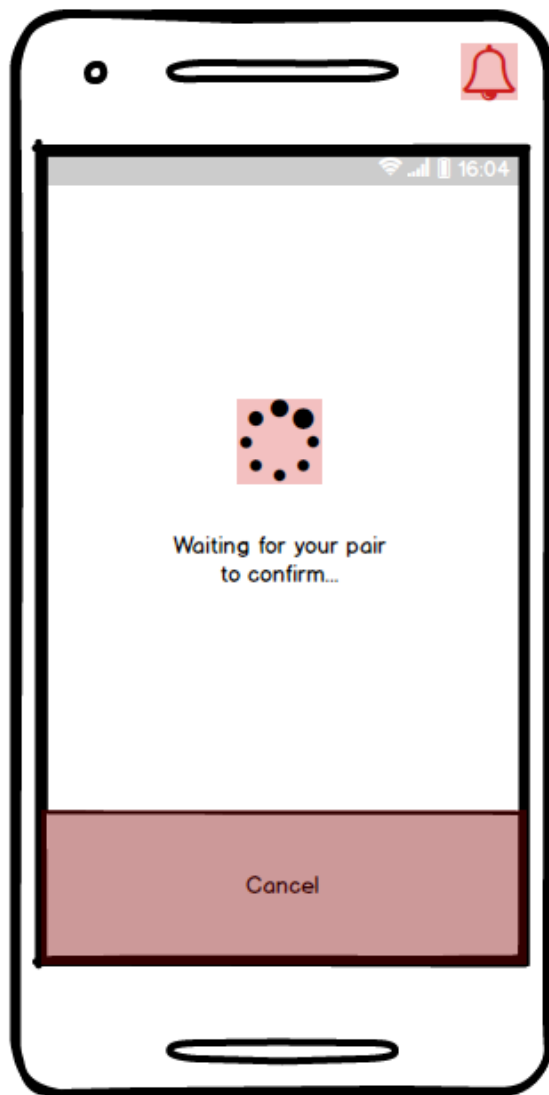
# WaitingPairToAcceptClient



## WaitingPairToAcceptPairing







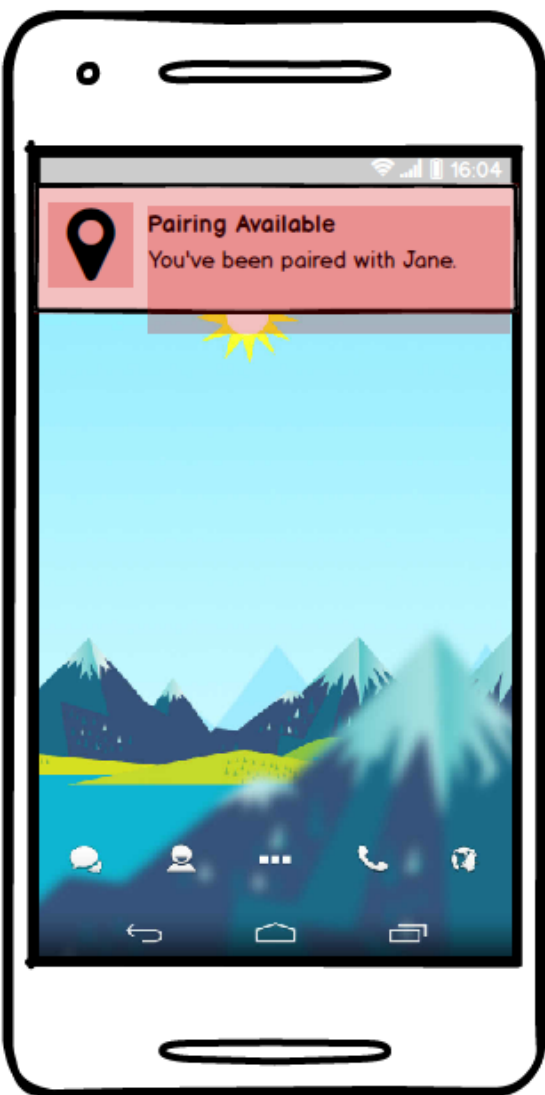
# WaitingClientMeetingConfirmation



# WaitingClientDropConfirmation

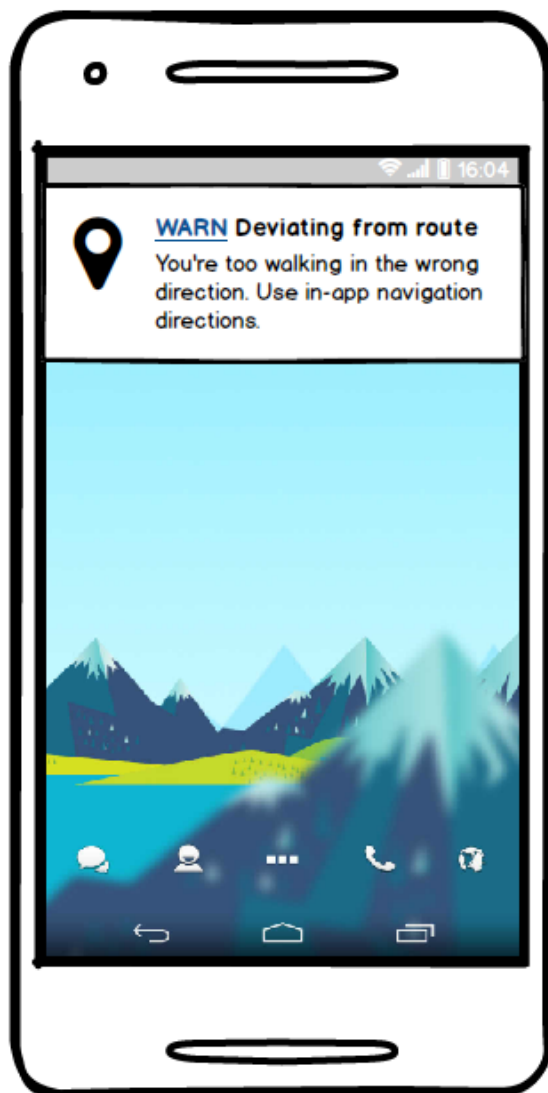
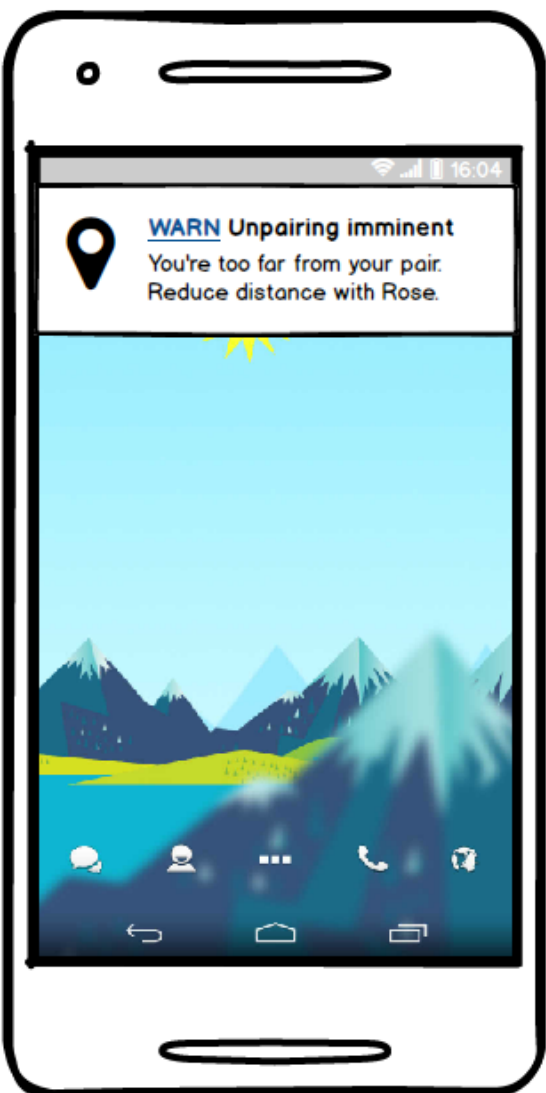


## NotificationPairFound



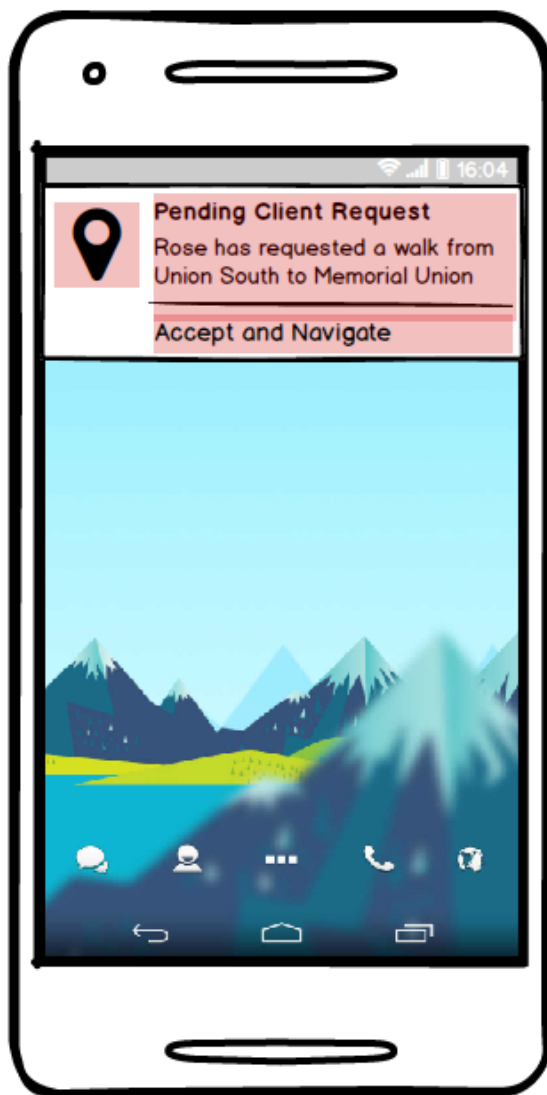
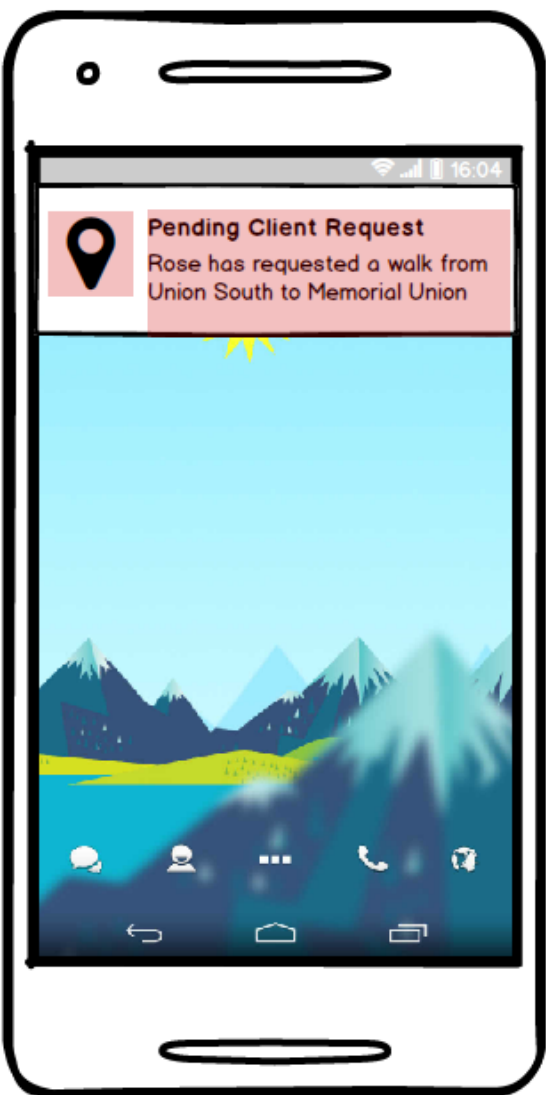
TODO- Add timer at the bottom of the notification card if the invite timeout feature is added.

## NotificationWarnings



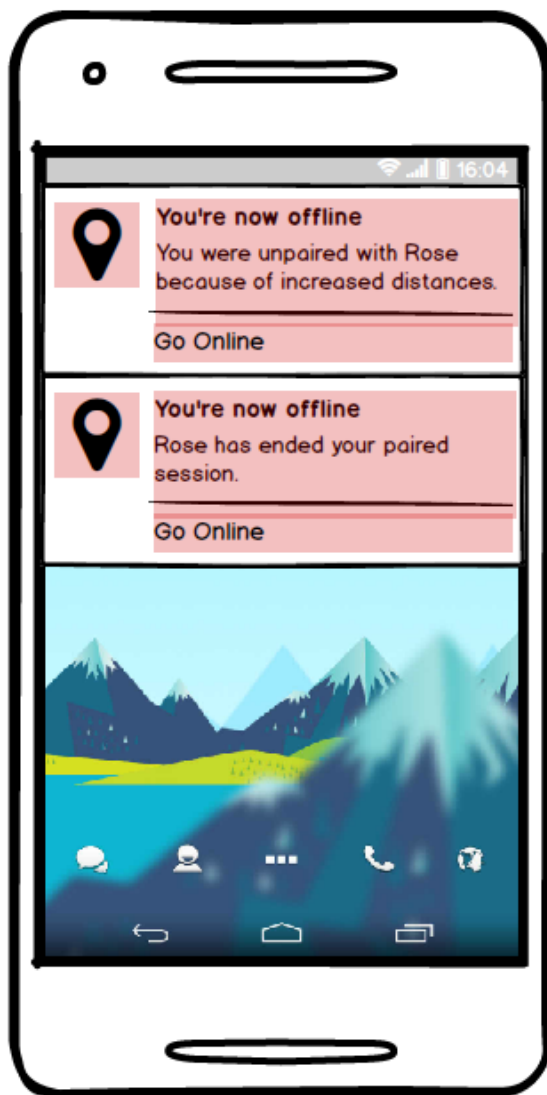
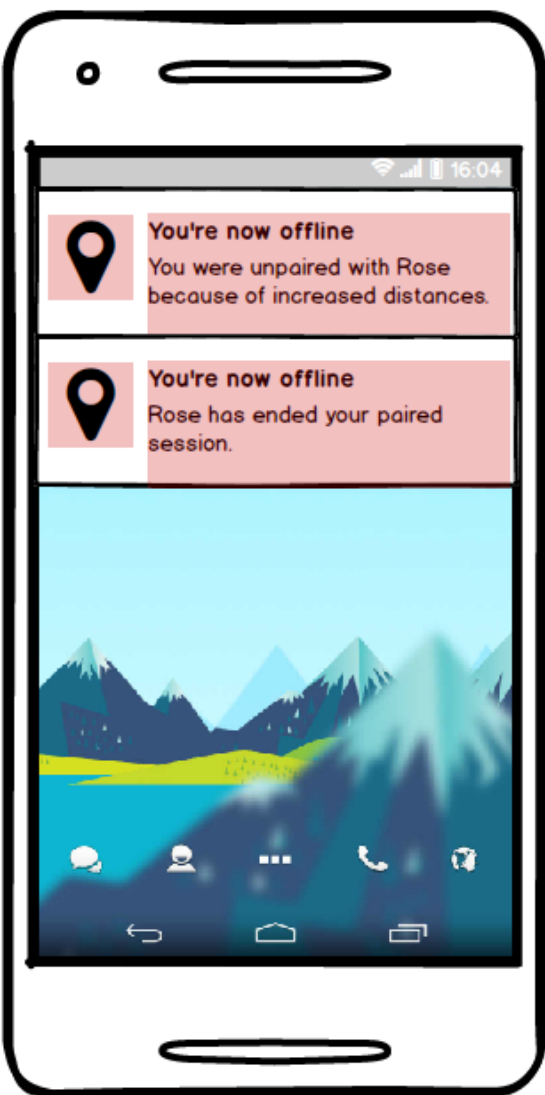
These notifications disappear automatically once the issue is resolved.

## NotificationClientRequest



TODO: Add timer at the bottom of the notification card if the invite timeout feature is added.

## NotificationUnpaired



TODO- Add timer at the bottom of the notification card if the invite timeout feature is added.