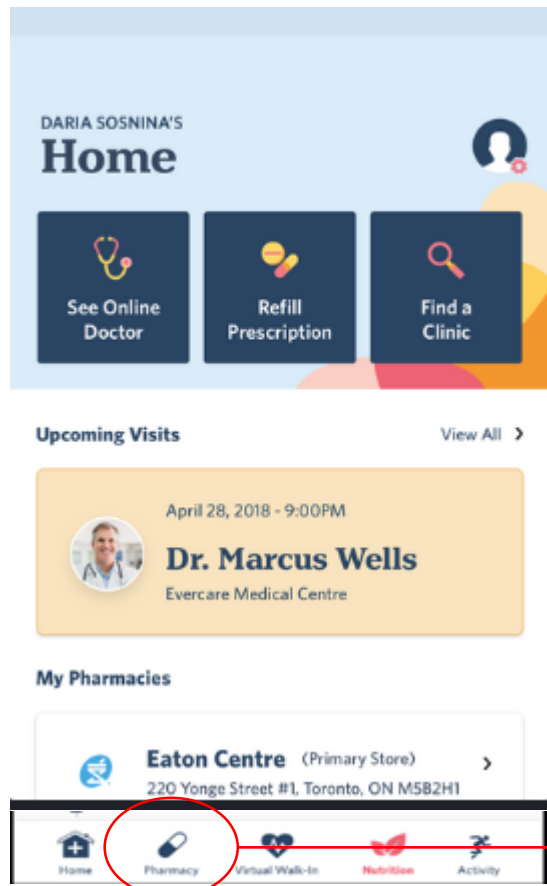
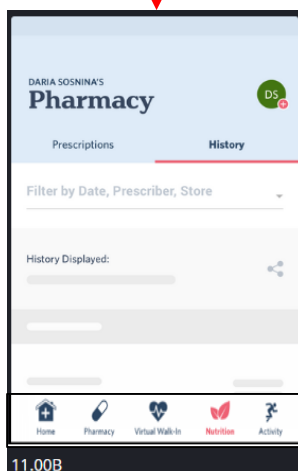
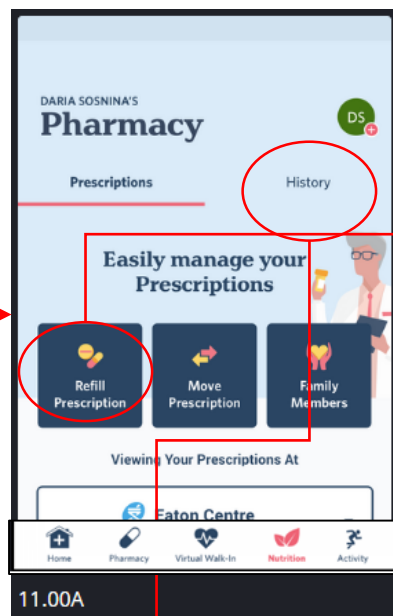


MMR1 Screen flow & type – MMR1 use Activity & Fragment like below

Activity
- HomeActivity

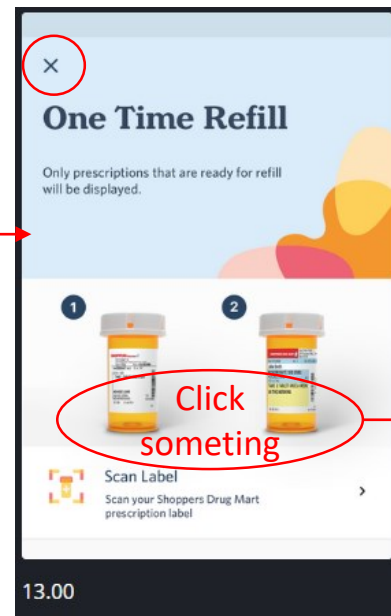


Fragment
- PharmacyFragment

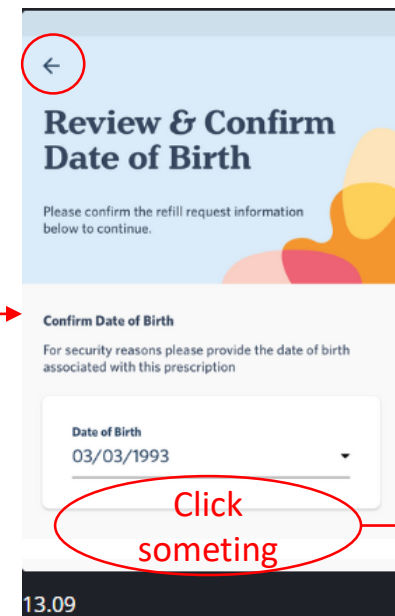


Fragment
- History Fragment

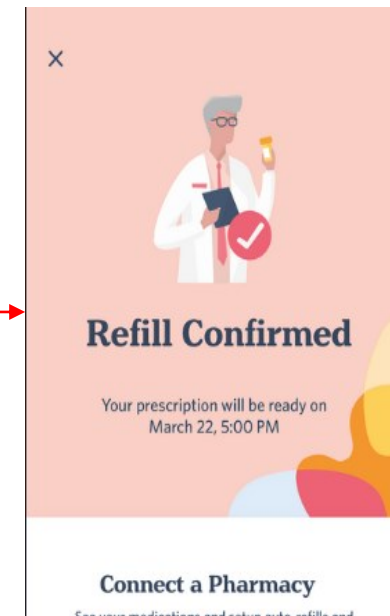
Activity
- QuickRefillActivity



Activity
- QuickRefillActivity

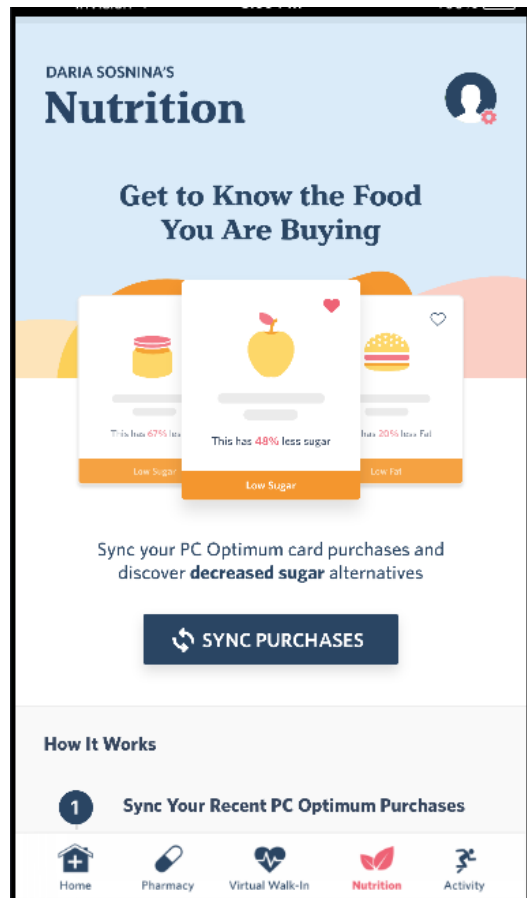


Activity
- SuccessPopActivity

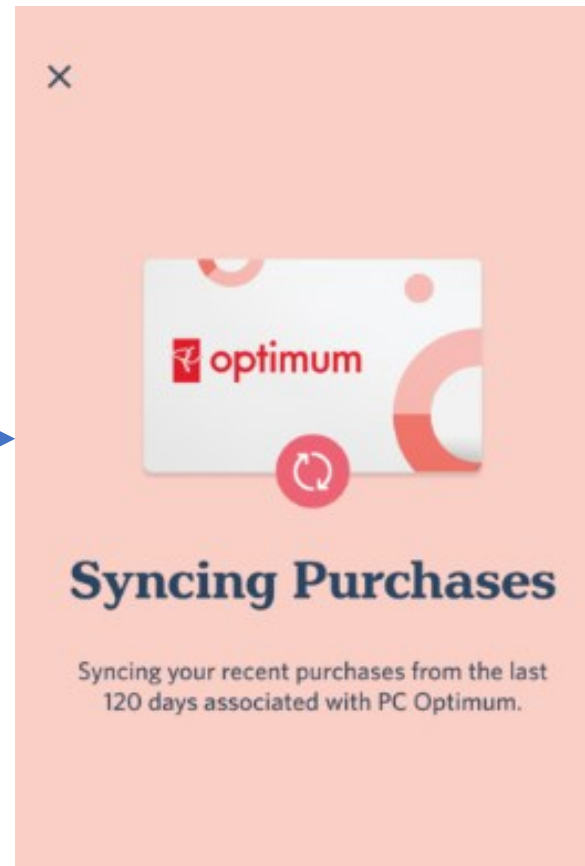


MMR2 Screen flow & type based on MMR1 – defined first step's screens based on MMR1 Style

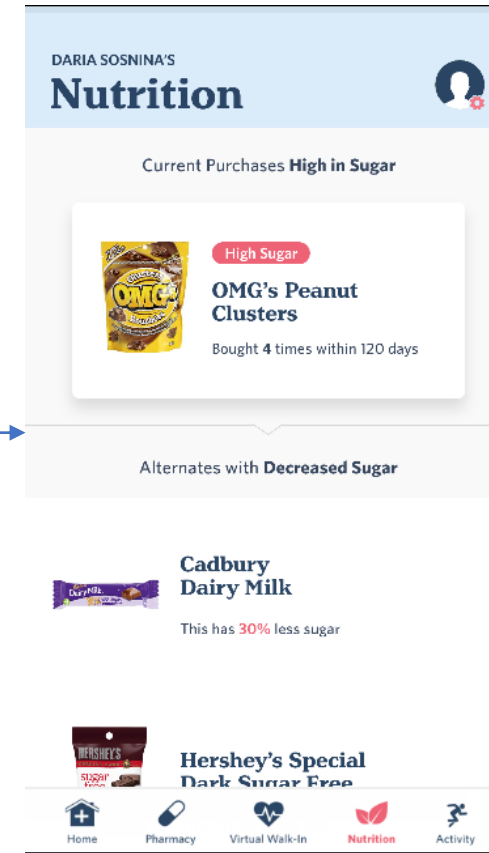
1. Fragment



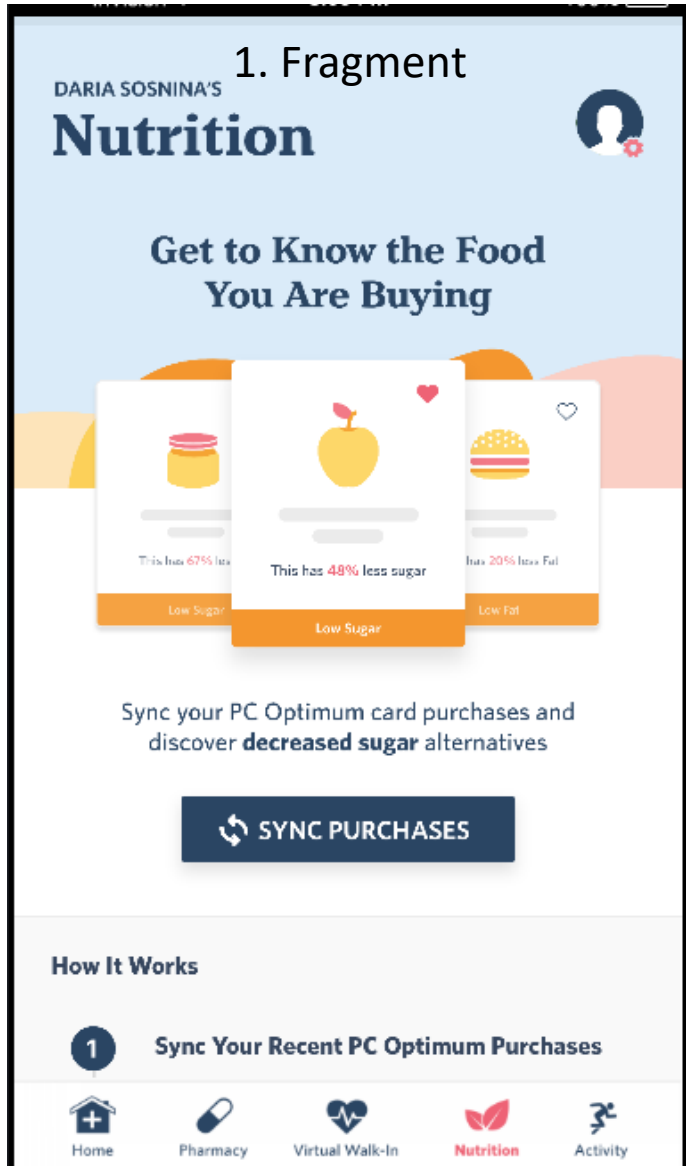
2. Activity



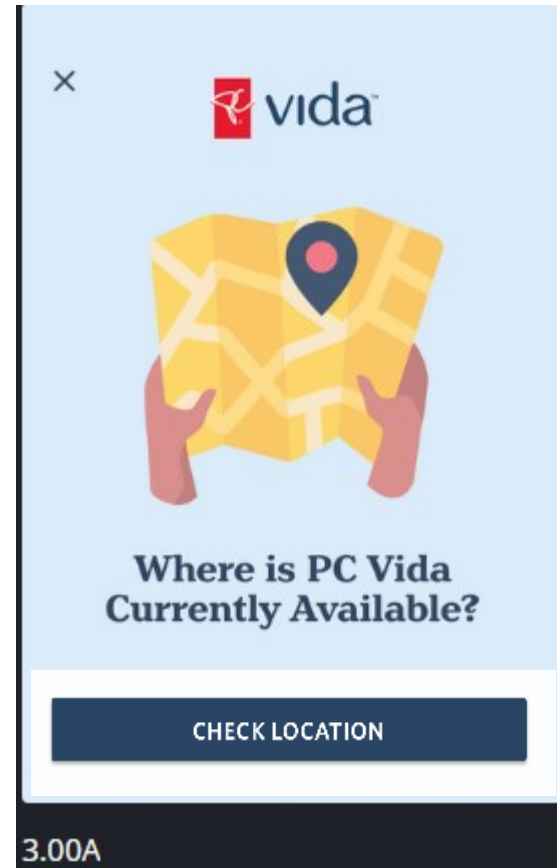
3. Fragment



[Reference] Introduction UI

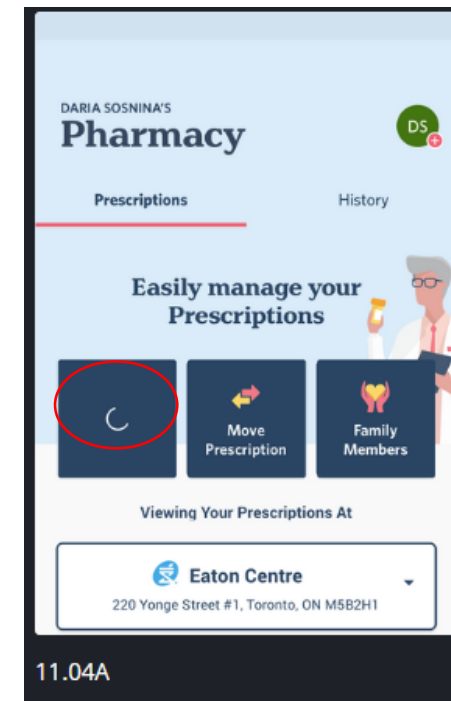
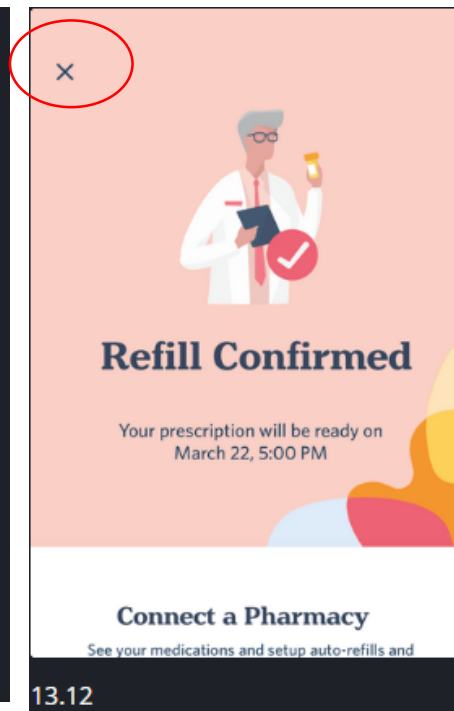
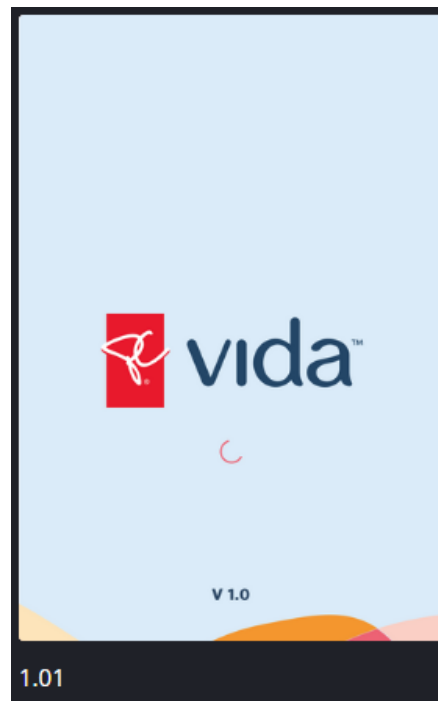
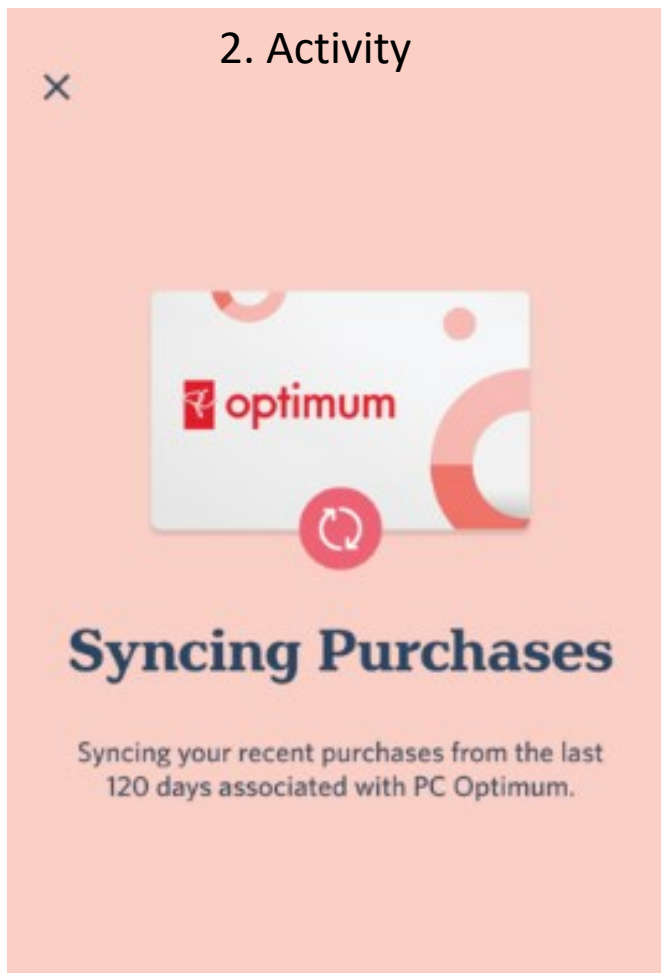


Reference page of MMR1

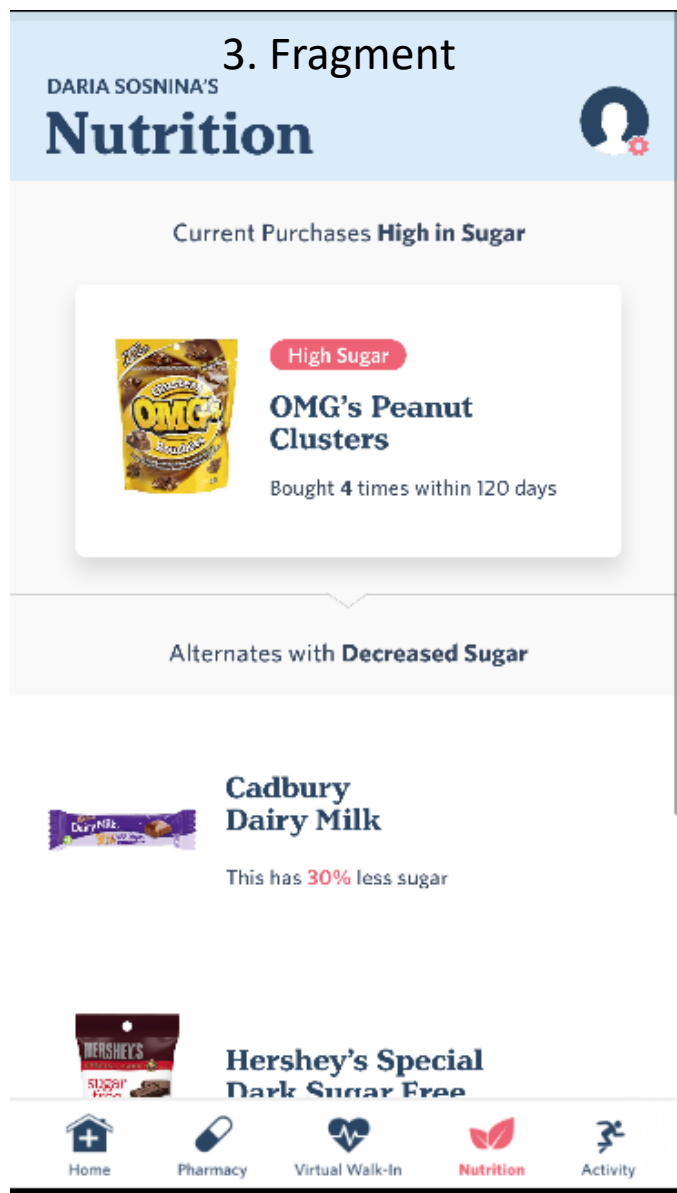


[Reference] Sync purchase UI

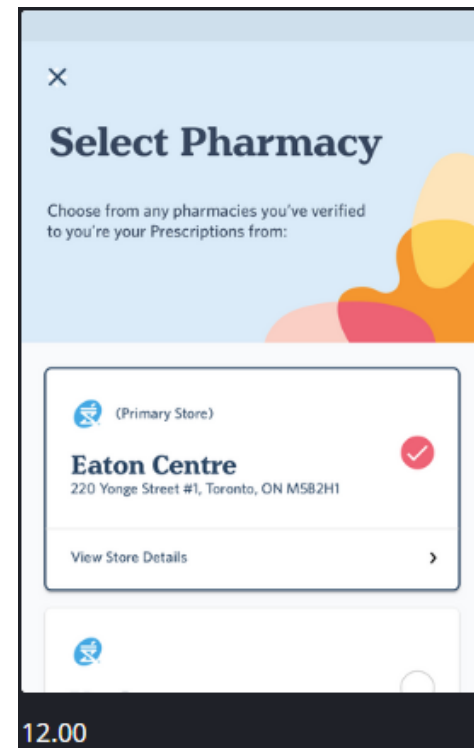
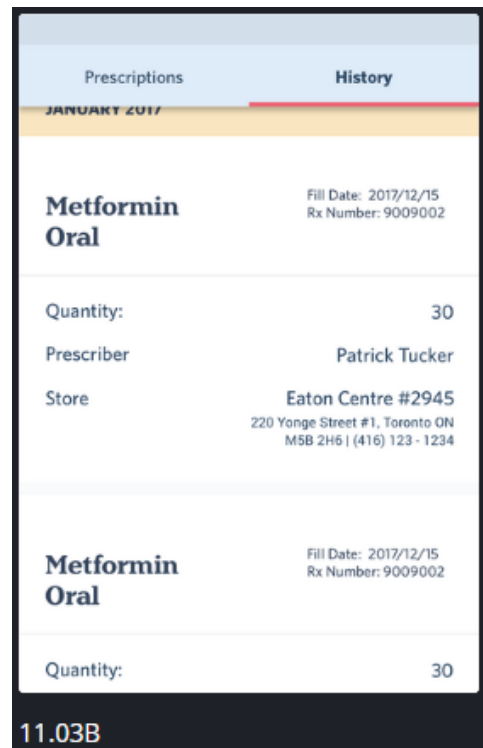
Reference page of MMR1



[Reference] Swap options UI

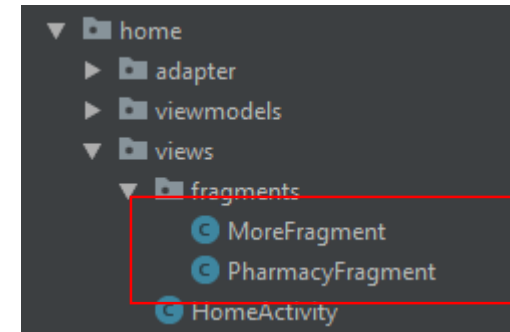
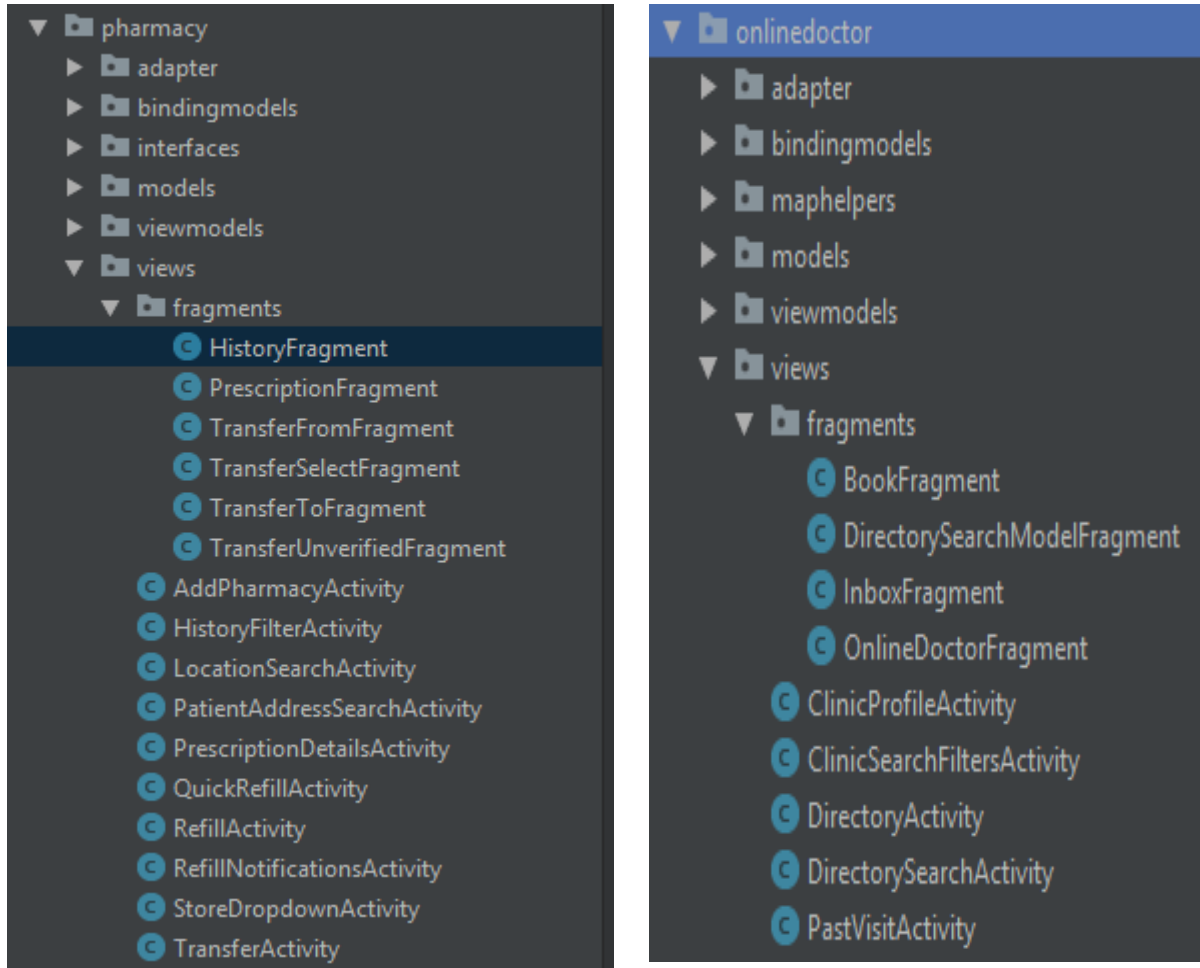


Reference page of MMR1



[Reference] Package structure

MMR1 UI Package structure



Do not add here
- don't touch MMR1
as possible as you can

MMR2 UI package structure

Nutrition

- adapter
- bindingmodels
- interfaces
- models
- viewmodels
- views
- fragments

Result of 1st meeting

Add new ticket for start work

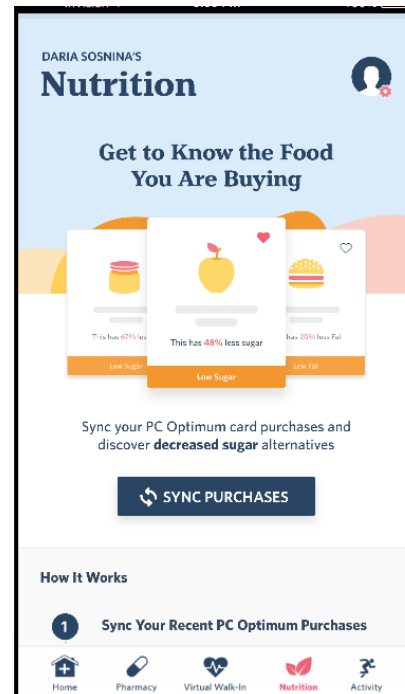


MMR2 UI package structure

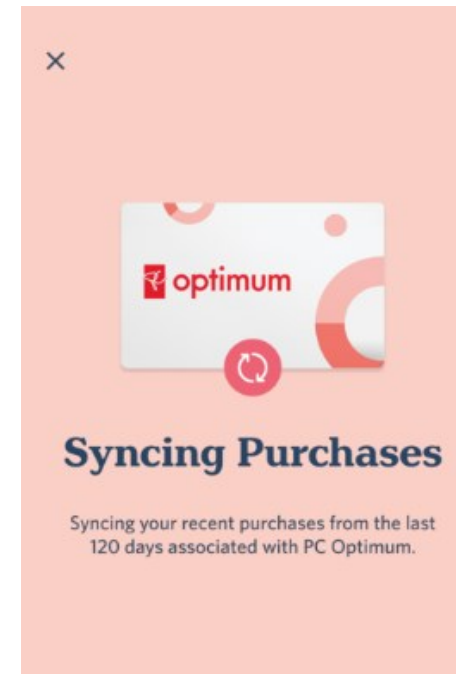
Nutrition

- adapter
- bindingmodels
- interfaces
- models
- viewmodels
- views
- fragments

Mike



Evan



JeaYeun

