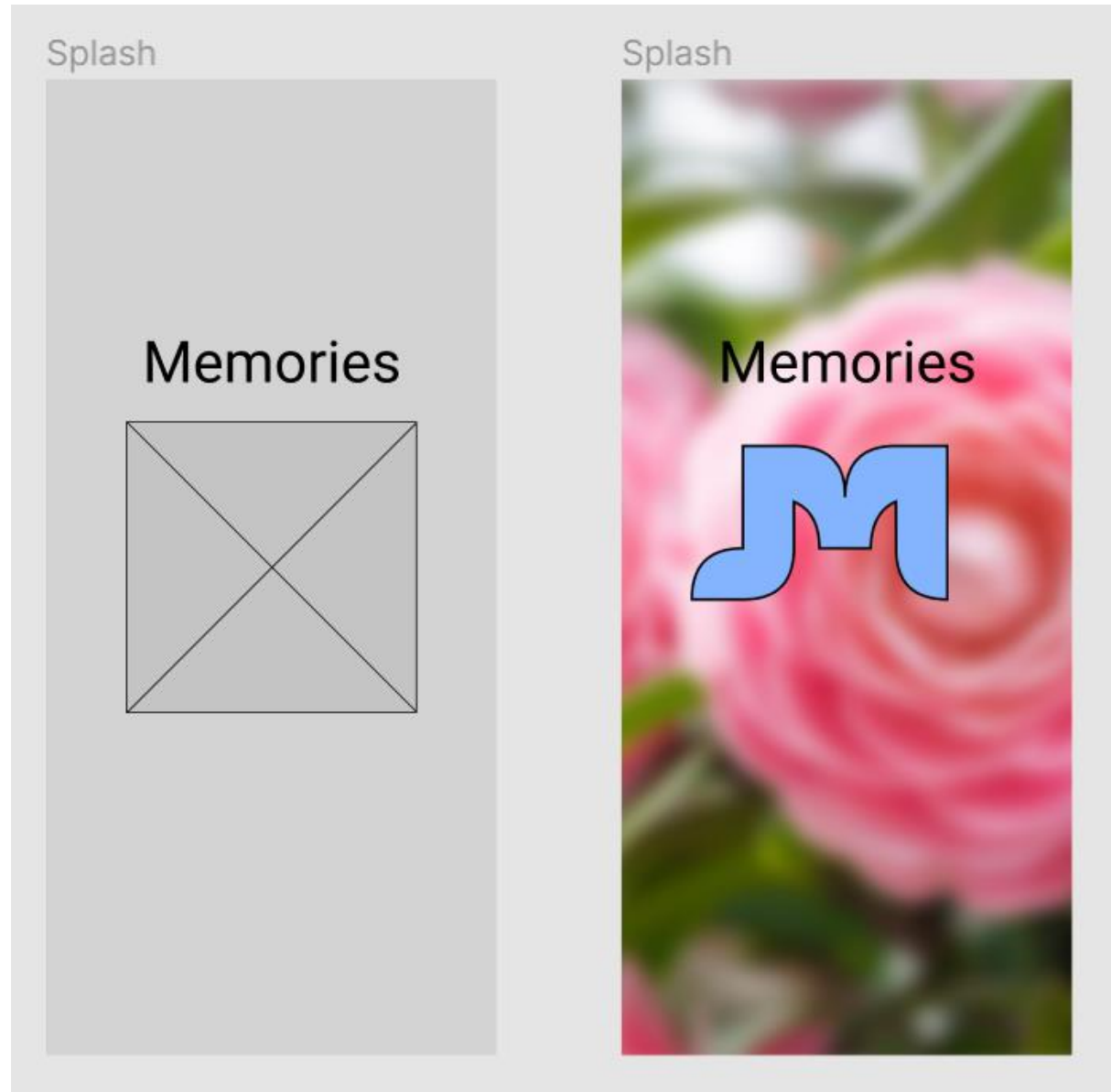
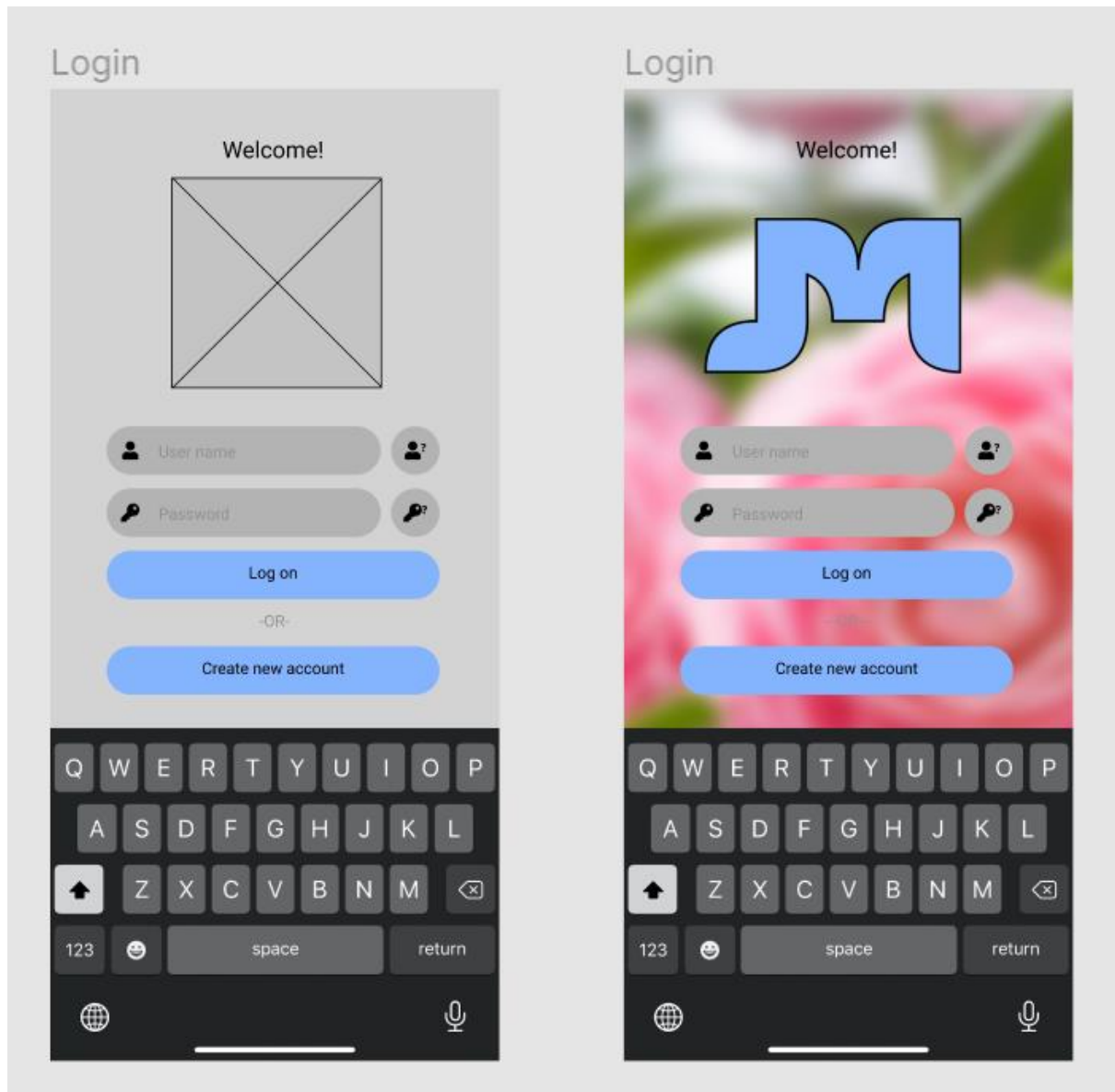
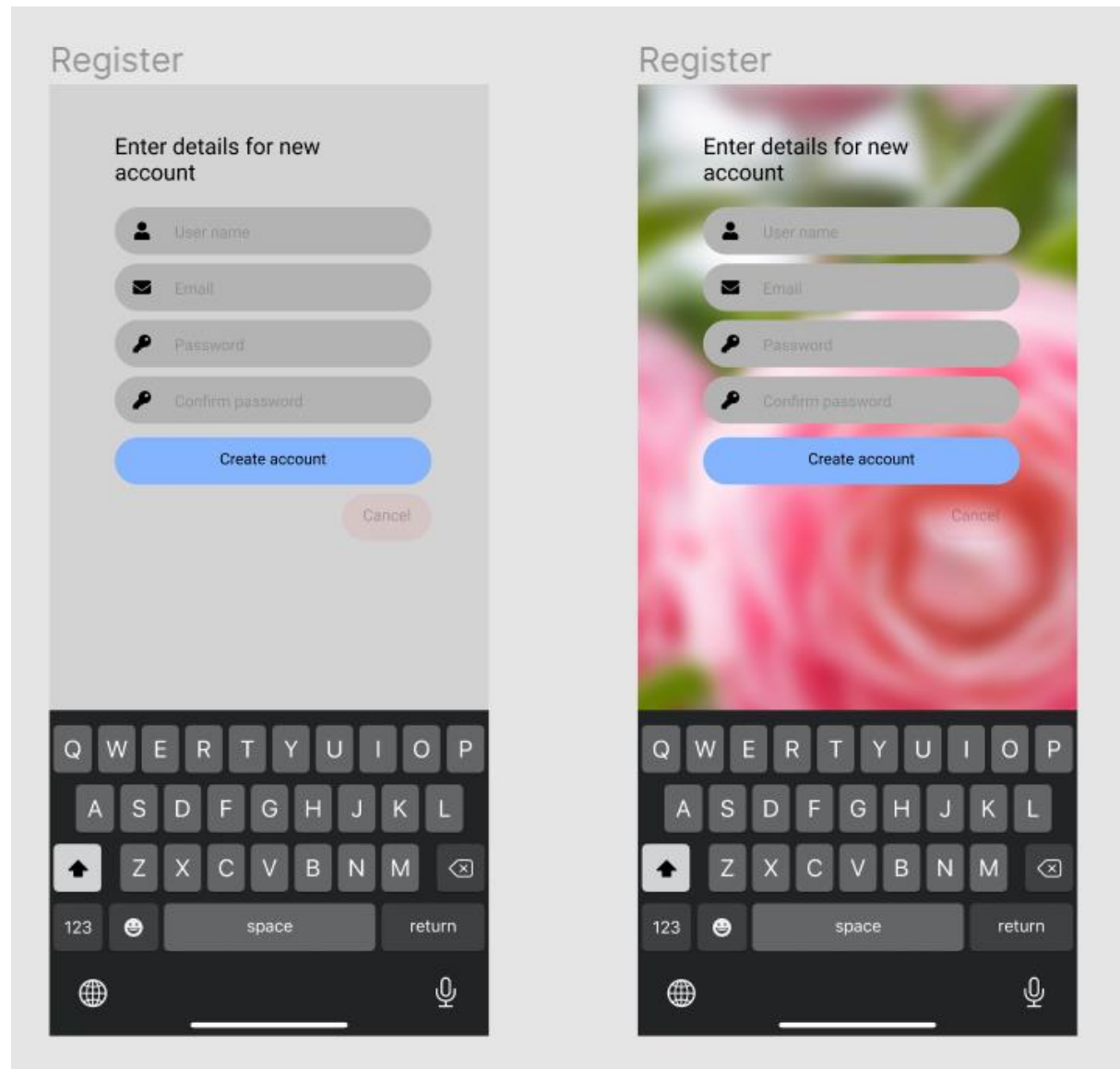
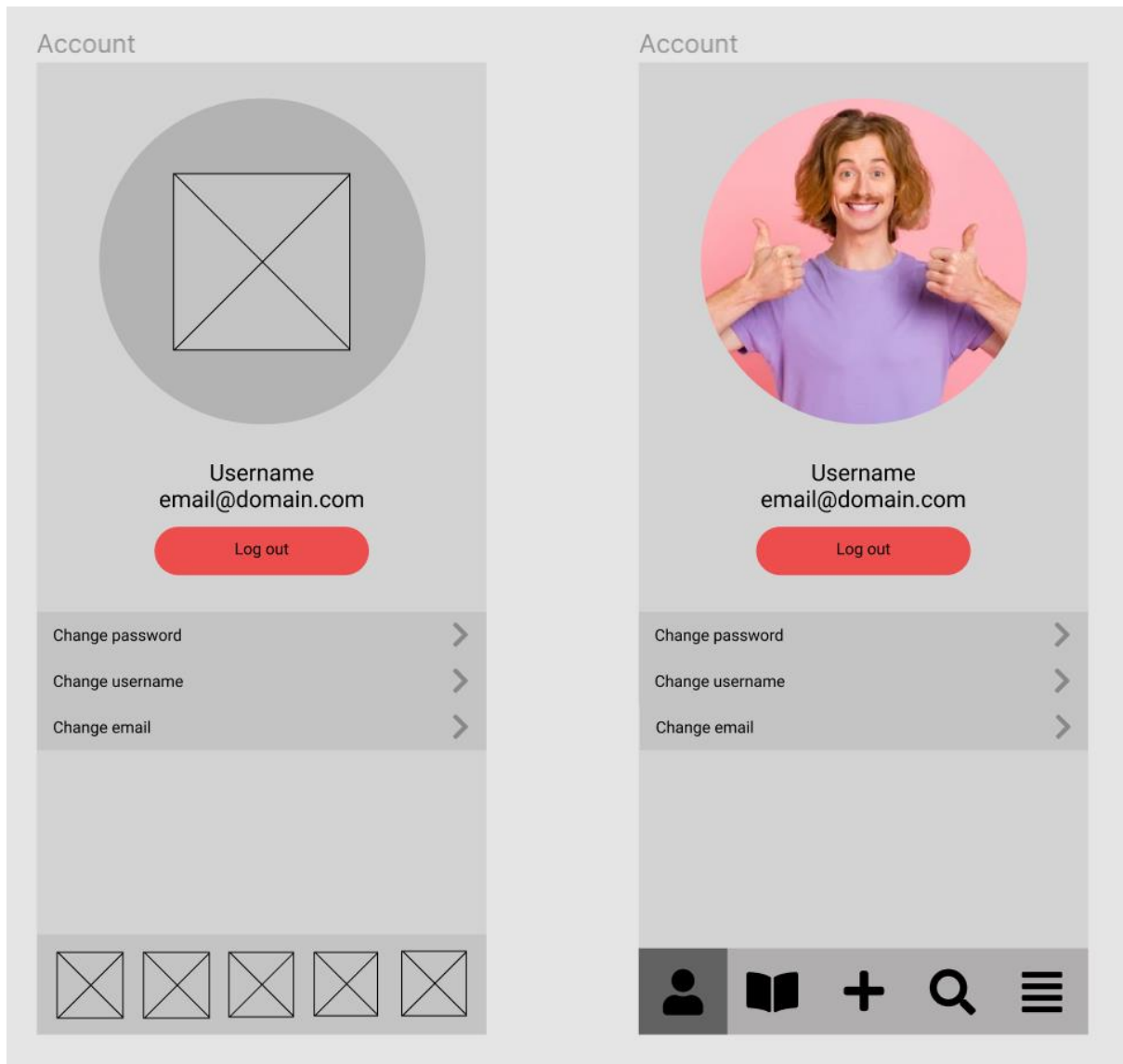


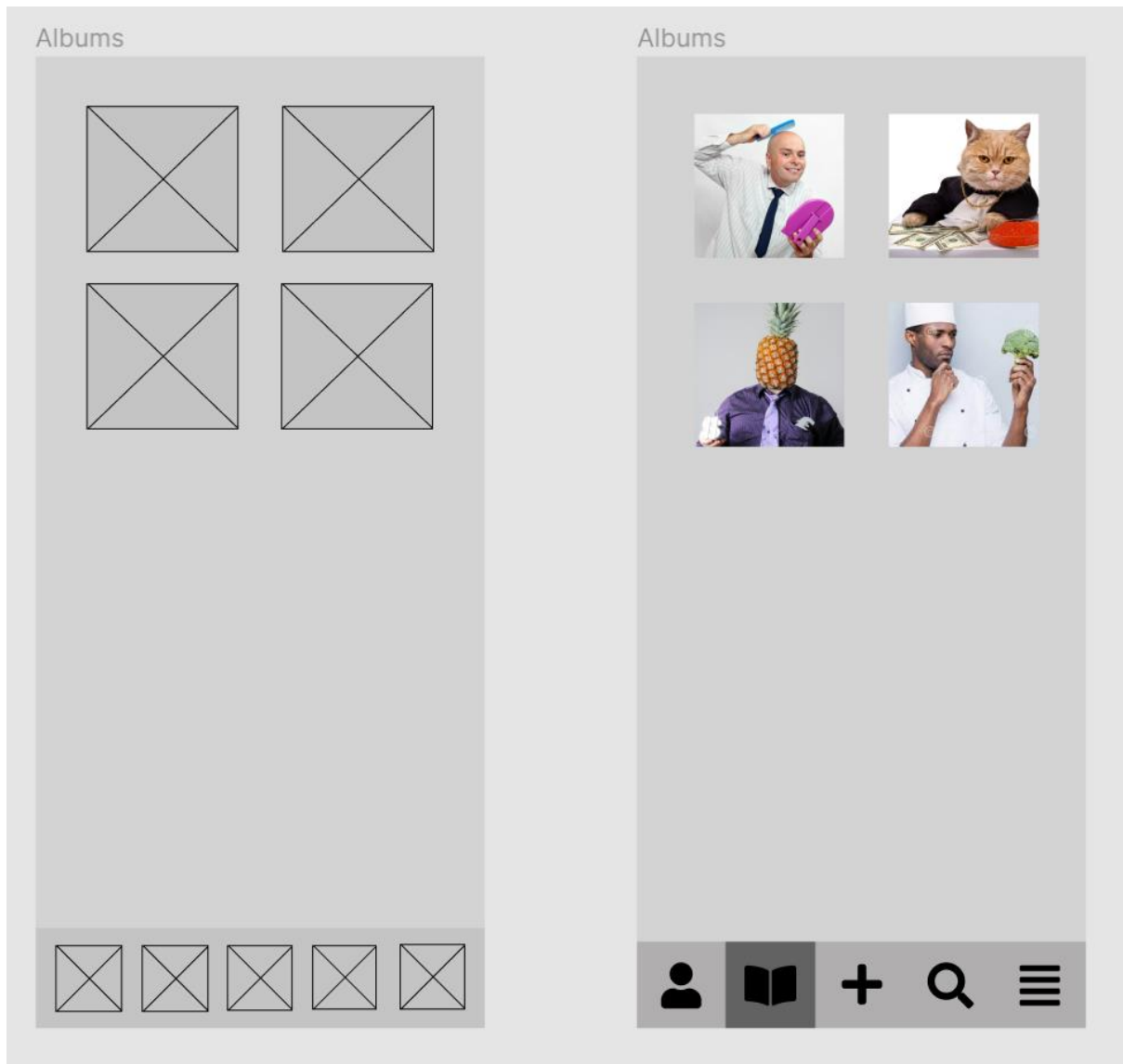
## Wireframes/mockups



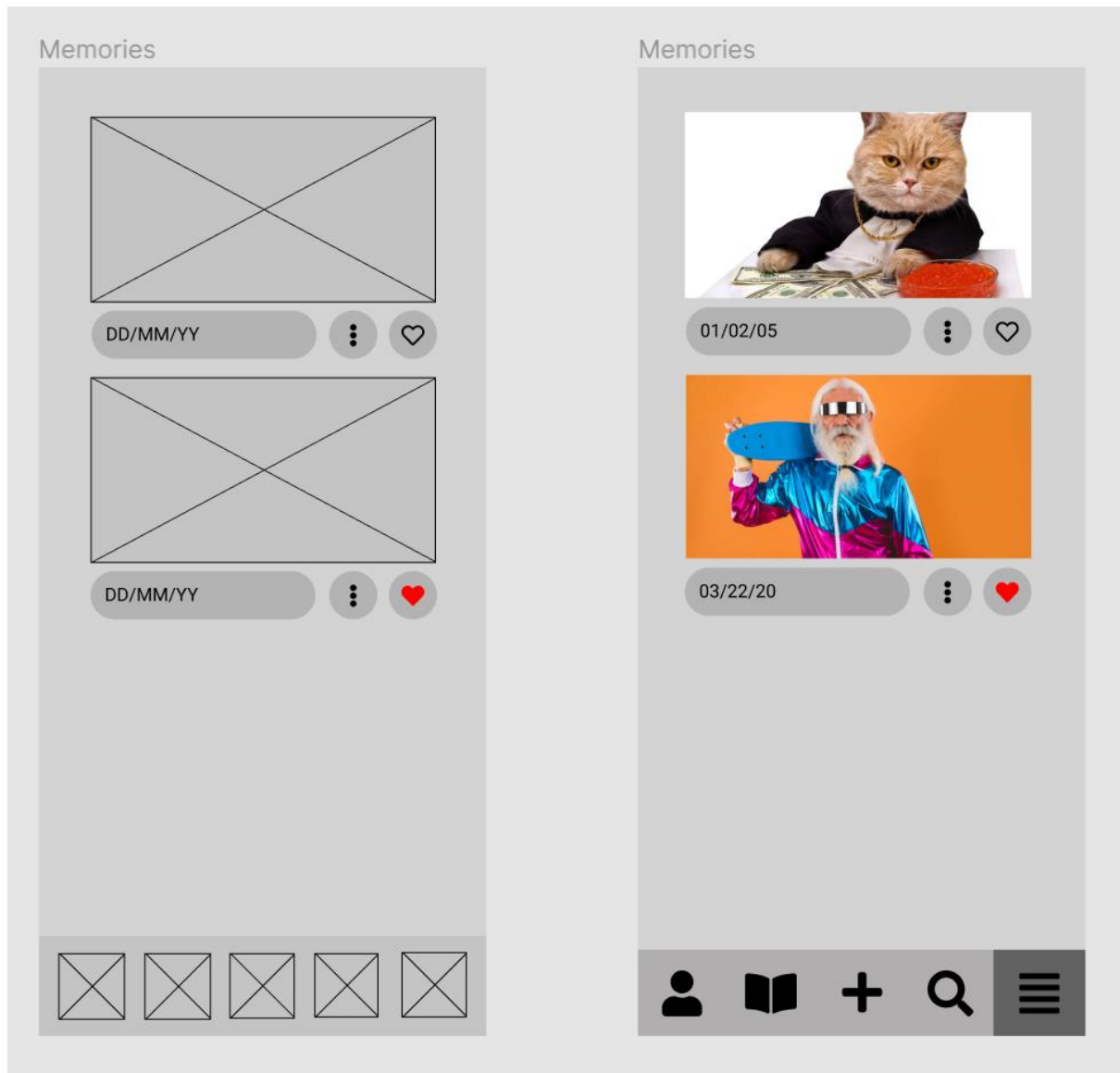






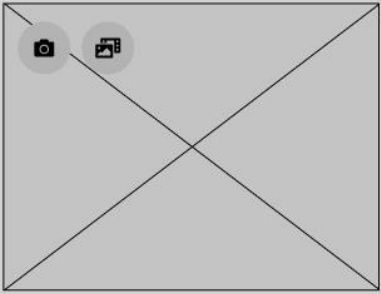


This is the albums screen. The only non-obvious detail of this screen is that each of the image thumbnails represents a category of memories. The application will sort memories by their category and use the first memory of the array as the thumbnail.



This memory view will serve as an interface to view either all memories in a category, or all memories regardless of category, depending on user navigating through albums.

### Memories - Add



DD/MM/YY ▾






Category ▾

♡


Description

Submit

Clear



### Memories - Add



DD/MM/YY ▾



Category ▾




♡

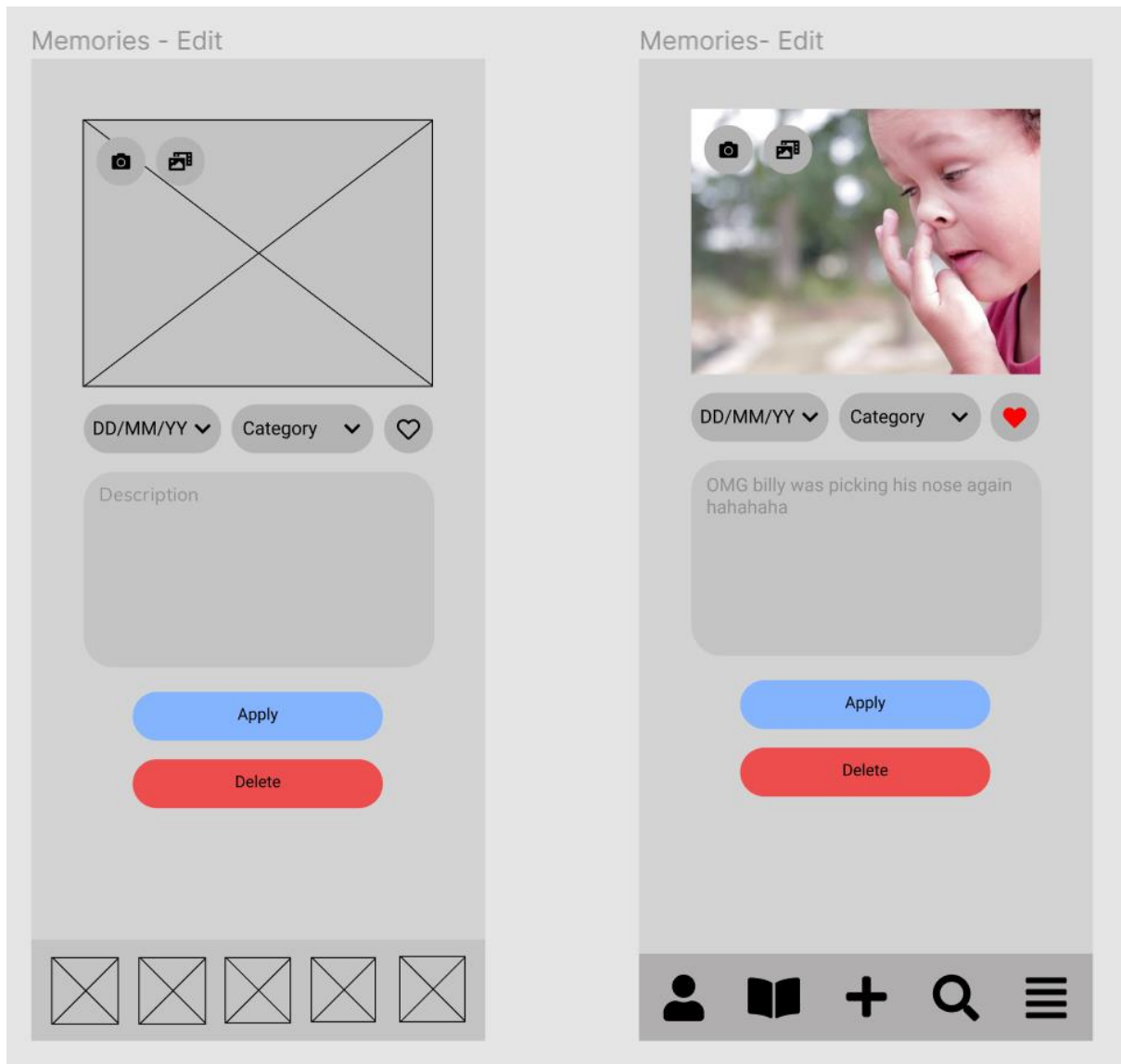
OMG billy was picking his nose again  
hahahaha

Submit

Clear







The edit and add new memories screen are almost identical except they function slightly differently. Altering an existing memory, rather than adding a new one. This is where the delete option will be.