class StageViewControllerOne:

- **Type => UIViewController, UIPickerViewDelegate, UIPickerViewDataSource, UITextViewDelegate**

// Properties

- stageNumber: Type => Int, Value=> Dependant on Stage
- gamesList: Type => Array[Strings], Value => From list of games
- text: Type=>String, Value => Text input from TextFieldView

TextFieldView:
- Type: UITextView
- Action: Where text is input

TextFieldLabel:
- Type: UIButton
- Action: Just label

VoiceMemosLabel:
- Type: UIButton
- Action: Just label

ActivityField:
- Type: UIButton
- Action: Just label
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ActivityScroller:
- Type: UIPickerView
- Action: Lets User select activity/game to be added to stage

viewDidLoad():
- Type: Function
- Action: Initializes all properties on stage

didReceiveMemoryWarning()
- Type: Function
- Action: notifies if function receives memory

textViewDidChange(_ textView: UITextView)
- Type: Function
- Action: updates and saves text

textViewDidBeginEditing(_ textView: UITextView)
- Type: Function
- Action: for placeholder text in textView

pickerView(_ pickerView: UIPickerView, titleForRow row: Int, forComponent component: Int)
- Type: Function
- Action: returns array of games to Activity Scroller

pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent component: Int):
- **Type:** Function
- **Action:** returns amount of rows to create for Activity Scroller

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Revisions

changed some comments Mackenzie Higa committed an hour ago ✓		9dd97d6	<>
changed some comments Mackenzie Higa committed an hour ago ✓		a68b214	<>
finished v1 Mackenzie Higa committed an hour ago ✓		6c53c96	<>
app runs smoothly, navigation bugs have been fixed Mackenzie Higa committed 11 hours ago ✓		2e4485d	<>

-App crashing for no reason
-Can save data from text field
-TextField data now has placeholder
-Games are appearing in ActivityScroller
-Games will not show up in ActivityScroller
-Rounding of buttons
-Colour choice