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: UIButtonAction: Just label

VoiceMemosLabel:

Type: UIButtonAction: Just label

ActivityField:

- Type: UIButtonAction: 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

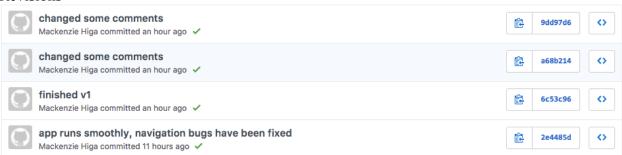
pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent component: Int):

- **Type:** Function
- Action: returns amount of rows to create for Activity Scroller

Programmers:

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Revisions



- -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