Independent UI components:

1. UI Panel Switcher:
   1. This makes sure that only one child is active at a time. It handles switching between children, and deactivating hidden panels. Forms the basis of the menu switching logic.
   2. SetInactive – This sets all children as inactive when it first runs. Uncheck this if you would like to keep them active for some strange reason.
   3. Exceptions – These are exceptions to the panels. Any GameObjects in this list will not be modified.
2. UI Setters:
   1. These allow native Unity UI elements to interact with any string User fields.
   2. Currently allows for setUsername, setPassword, setEmail, and setDob.
3. Friend Button:
   1. This script simply changes the icon to be full or empty as a toggle button.
4. Toggle Button:
   1. A more generalized version of Friend Button, works with color.

UI Documentation Hierarchy:

1. UI Canvas – Main overarching canvas, switches between login screens, connecting screen, and main menu screen. Contains UI Switcher Panel.
   1. Connecting Screen – Gets switched to whenever the server loses connection. It plays a small animation, and when reconnected, switches to the Login/Register Panel
   2. Login/Register Panel – Simple panel that has 2 buttons for switching to Login or Registration Panel
   3. Login Panel – Contains 2 user fields for username and password and implements error checking by changing the background color on an invalid input. Has login/back button. Once logged in, switches to Main Menu panel
   4. Register Panel – Contains 3 user fields for username, password, and email. Implements error checking by changing the background color on an invalid input. Has Register/back button. Once registered, logs in and switches to Main Menu panel
   5. Main Menu Panel – Main User flow panel. Contains UI Switcher Panel.
      1. Status Bar – Displays the user’s username, and logout button
      2. Game Panel – Contains flow for creating, joining and browsing games. Contains UI Switcher Panel.
         1. GameType Panel – Allows user to select gametype. Once gametype is selected, moves to LobbyPanel
         2. Lobby Panel – Allows for creating, joining and browsing lobbies for selected gametype. Contains UI Switcher Panel.
            1. Header – Contains back button, Title, and create new game button
            2. Game Creation Panel – Allows users to create a new game with the related gametype. Has back button.
            3. Error Message – Error message that gets displayed when location services is unavailable or disabled.
            4. Map Panel – Panel that displays the location of a chosen game. Zoomable
            5. Scroll Rect – Scrolling Viewport that displays generated lobbies
      3. Message Panel – Is activated by pressing message button in friends panel. Displays and sends messages to selected user.
      4. Friends Panel – Displays friends added by search panel. Has option to view profile or send messages.
      5. Search Panel – Searches for users by username. Once searched, player can view their profile or add/remove them as a friend.
      6. Profile Panel – Displays information about user. Displays statistics depending on Player’s privacy settings. Back button returns back to panel that it was called from, or if it was selected for current user by bottom icon, does not have a back button.
      7. Settings Panel – Scrolling panel that lets users modify their personal data. Currently supports username, date of birth, and social setting. Implements error checking by changing the background color on an invalid input.
      8. Button panel – Icon bar that lets users change between menus. Highlighted window has icon color blue, others will be green. When the profile icon is pressed, allows user to view their own profile.