

<CollectionButton>

Props:

- title
- icon name
- collection key

Alternative to passing a collection key:

- Pass a function to call back on tap, so we can either go to a collection or straight to a random nudge.

Actions dispatched:

- showCollectionList (key)

<NavigationBar>

<NavigationBarIcon>

Screen: Home

This is the screen the user gets to when she closes all other screens.

<CollectionHeader>

Props:

- Collection ID
- Collection Name
- Function that dispatches the close action

Actions dispatched:

- closeCollectionList

<BitList>

Scrollable container for the bit cards.

Props:

- List of bits, each with
 - ID
 - Name
 - FA icon Name

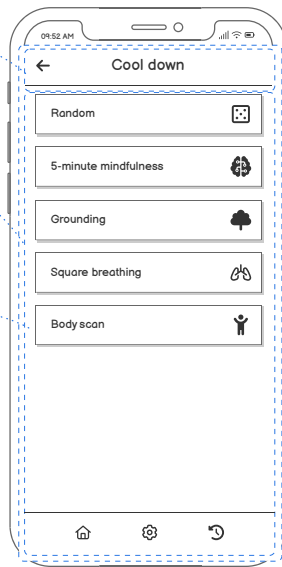
<BitCard>

Props:

- Click callback fn (dispatch either bit or random within collection)
- Name
- FA icon name

Actions dispatched:

- showRandomBit(collection key)
- showBit(id)



Design: make cards larger, use bg image instead of small icon

<Collection>

Props:

- Key
- Collection Name
- Bits array

Panel: Collection

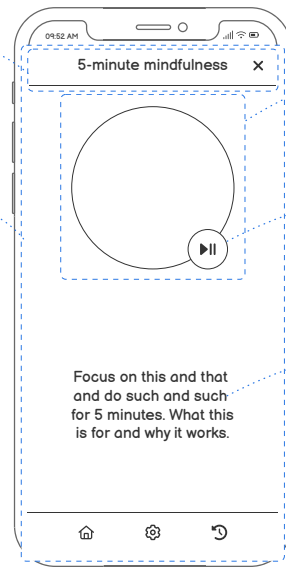
<BitHeader>

Actions dispatched:

- closeBit

<BitAudioText>

Re the strange name: I intend to version the bits so I can add new types without having to handle a lot of conditions. The Internote will be reusable (BitText, BitAudio, etc) but the wrapper will have a descriptive and versioned name that should match the bit data.



<BitVisualization>

Props:

- image

This could initially be an image and later be replaced by a WebGL thing.

<BitAudioControl>

Props:

- Audio URL

Actions dispatched:

- playAudio
- stopAudio

These may not be actions dispatched to the store but just calls to functions in the audio player module.

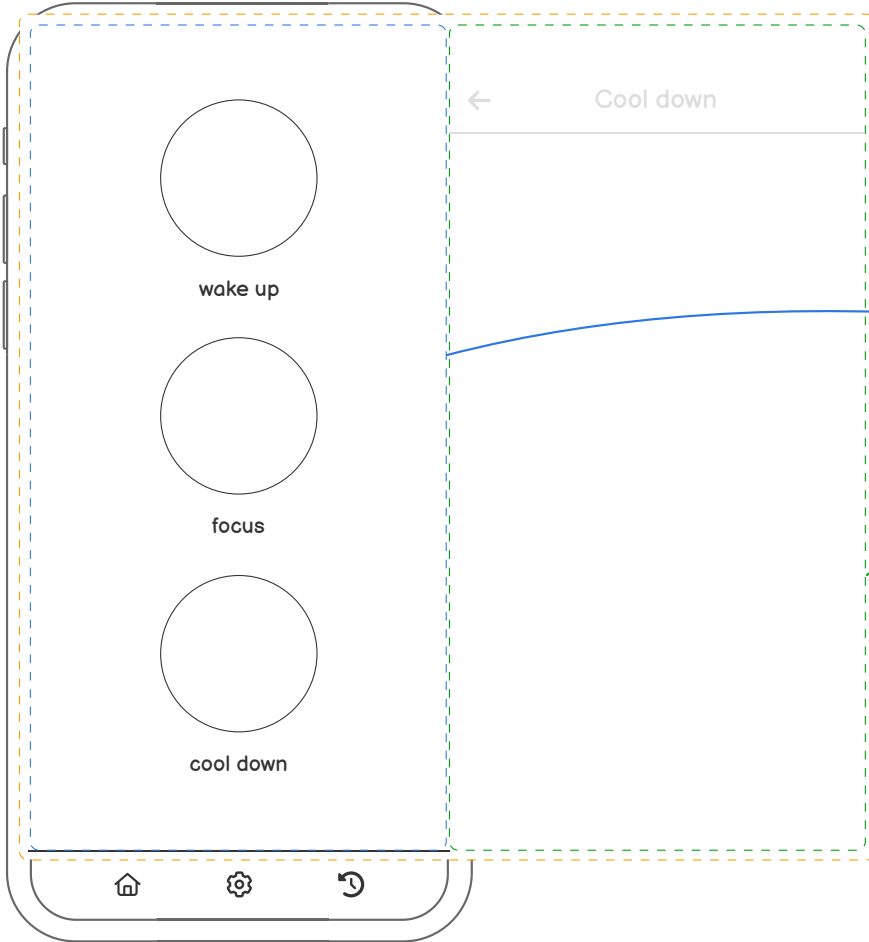
<BitText>

Props:

- Text



<RecentBitPanel>
(To be described...)



<MainView>

A view that contains both <Home> and the <PanelsContainer>. This allows it to control the state of both children, showing or disabling panels as needed and returning to home.

The local state of the MainView will determine what is shown in the "ground floor"

Bits are always displayed on top of this, as a modal screen.

<Home>

It could also be called CategorySelector, or could contain such a thing.

Has the lowest z-index; is covered by panels.

<PanelsContainer>

Contains and controls the position and visibility of the panels.

The panels are:

- <Collection>
- <Settings>
- <History>

COMPONENTS HIERARCHY

(Z-index higher the lower the component in the list)

- <MainView>
- * <Home>
- * <PanelsContainer>
- * <Collection>
- * <History>
- * <Settings>
- <NavigationBar>
- <BitModal>

