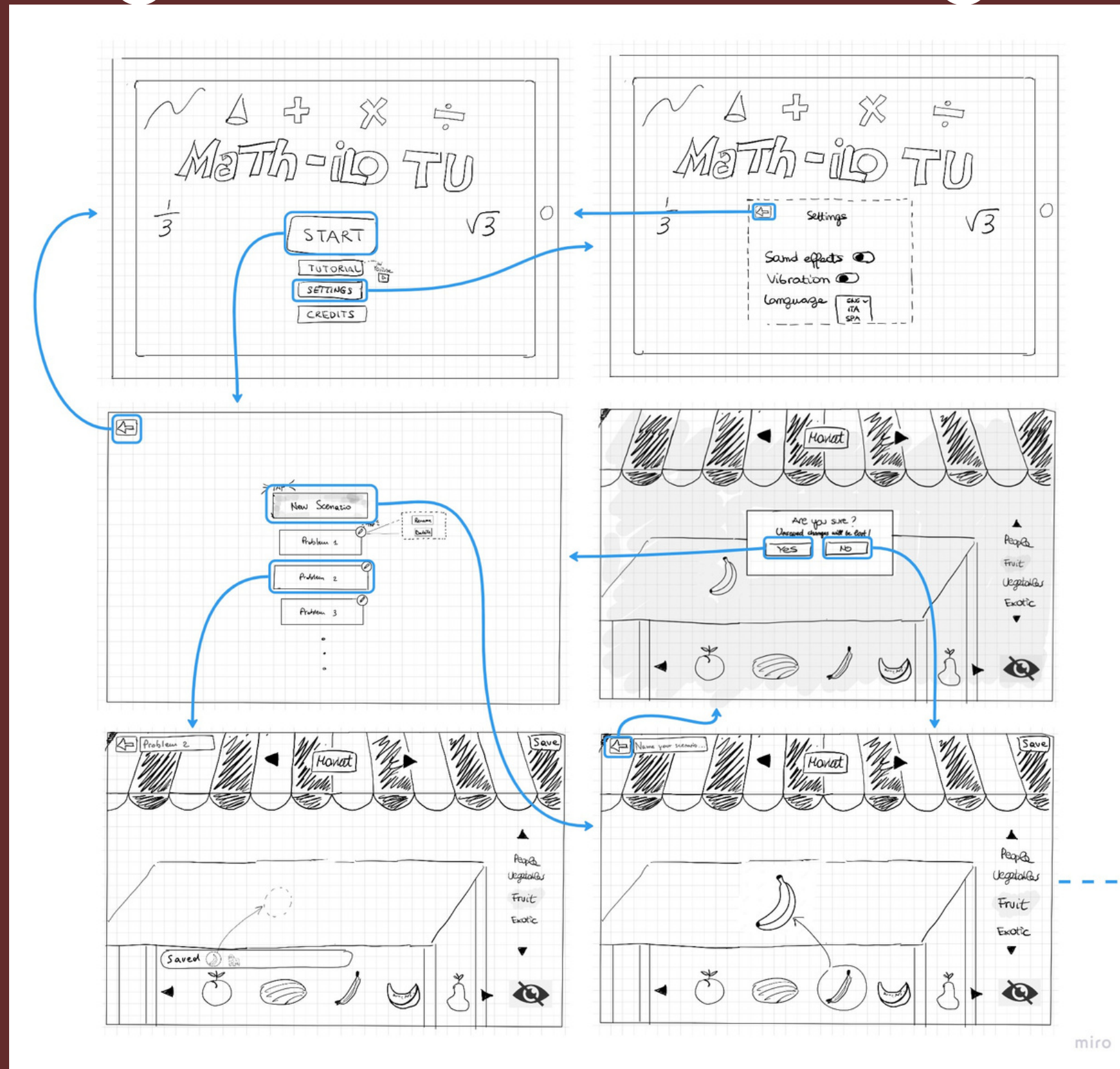# High-Level Flow Diagram

Part 1: Interaction with Screens

Move between screens, create a new scenario or open a saved one.
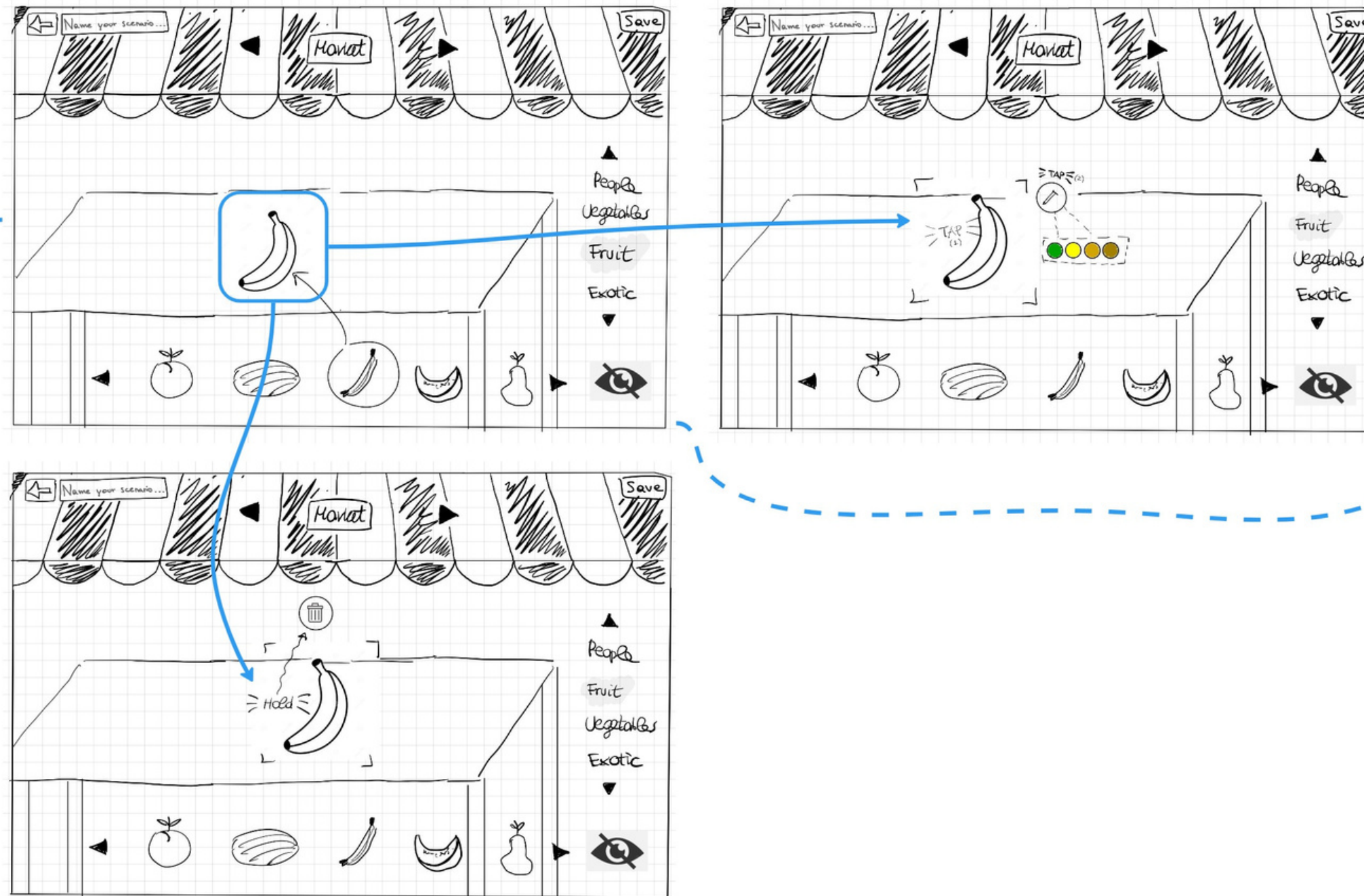By exiting, the user knows unsaved changes will be lost.

High-Level Flow Diagram
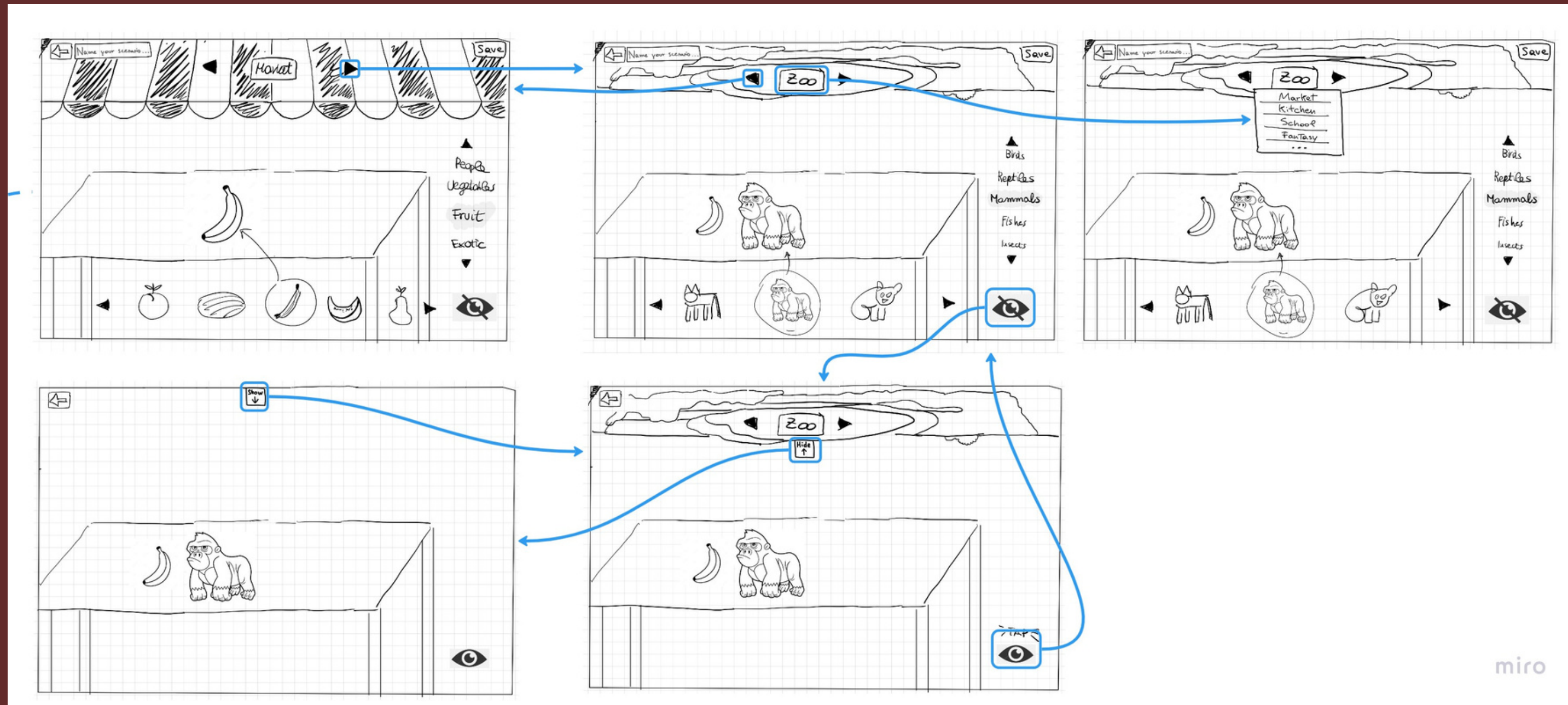
Part 2: Interactions with AR objects

Tap objects to edit
Hold and drag to delete

High-Level Flow Diagram

Part 3: Interactions with Scenario

Changing Scenario by clicking or swiping allows adding elements from different domains.

Hiding UI elements according to user preferences.