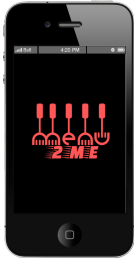


SplashScreen



- Splash Screen when opening the app.

LoginScreen



- This is the starting point for the entire application. It will ask for user to login.
- If no user is found it will inform the user and direct them to the create account screen.
- Alternatively, if the user knows they haven't registered, they can click the link below to create an account.

ValidateLoginScreen (1)



- Screen validation throws an error message if the user enters an invalid email address.
- Once the user selects ok, the screen will take them back to the login screen where they can enter their email address correctly.

ValidateLoginScreen (2)



- Screen validation throws an error message if the system can't find the user ID.
- Once the user selects ok, the screen will take them to the registration screen.

RegistrationScreen



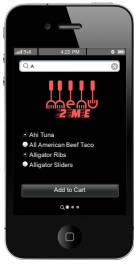
- If the user does not have an account, they will be directed to this screen where they can supply their details to create an account.

ValidateRegistrationScreen



- Screen validation throws an error message if the user fails to select a field for registration.
- Once the user selects continue, the screen will return to normal for the user to complete all required fields.

MenuScreenA



- The user can type into the search bar anything on the menu, from here the list of alphabetised items will appear and the user can begin to select what they want to order.
- Here, the user has selected the letter 'A' and brought up all items beginning with the letter 'A'.

MenuScreenB



- The user can type into the search bar anything on the menu, from here the list of alphabetised items will appear and the user can begin to select what they want to order.
- Here, the user has selected the letter 'B' and brought up all the items beginning with 'B'.

CartScreen



- If the user is satisfied with the qty and selection of what they have ordered then they can confirm and checkout.
- Alternatively the user can add or subtract items at this point.

ValidateCartScreen



- Screen validation throws an error message if the user fails to select a qty for each menu item ordered.
- Once the user selects ok, the screen will return to normal for the user to update item qty.

CheckoutScreen



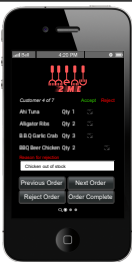
- Once the user has ordered and is satisfied, they can then enter payment details into the screen and make the purchase.

ValidateCheckoutScreen



- This screen will validate the credit card details entered by the user.
- If details are not entered correctly then an error message will be thrown for the user to correct.

OrderedItemsScreen



- This screen will display the items ordered by customer.
- The user can choose whether to accept or reject any item and supply a reason for rejection.
- The user will be able to go to next order or check the status of the previous order.
- Once order is complete it will then be marked as order complete. (This could be an EF to push a notification to the customer once their order is complete.)

CompletedOrdersScreen



- This page will display to the user the number of orders and the customers that have been completed.
- The screen will refresh to include any newly completed orders and drop off the lowest numbers to prevent the screen from clutter.

ValidateCompOrdersScreen



- The user will encounter an error should the customer order not properly load into the ordered items screen.
- The user will have the option to try and reload, or reject the order.

CancelledOrdersScreen



- This screen simply displays any orders that have been cancelled and reasons why the order was cancelled.
- The data collected could be useful down the track for identifying the main reasons orders are cancelled.

ValidateOrderedItemsScreen



- The user will encounter an error should the order not properly load into the ordered items screen.
- The user will have the option to try and reload or reject the order.

MenuManagementScreen



- This screen will enable the user to select the chosen recipe to make a meal from.
- The user also has choices to update any recipe they choose, add to the recipe database or delete from the database.
- This will be driven through database queries.

RecipeScreen



- The user can lookup any recipe on the database and choose to either use this recipe for a meal or edit it with other items.
- They can choose to create an entirely new recipe from this screen if they wish to.

EditRecipeScreen



- The user can use this screen to add or delete menu items from the recipe selected in the previous screen (recipe screen).
- The user will have the option to save as a new recipe or update current one.
- When the user clicks on save new recipe, it will update the recipe name and return to the recipe screen.

CreateNewRecipeScreen



- User selects from a list of known ingredients through the search bar on the left of screen.
- From here they can enter the required Qty for the recipe.
- They can then choose to add another ingredient until the recipe is complete.