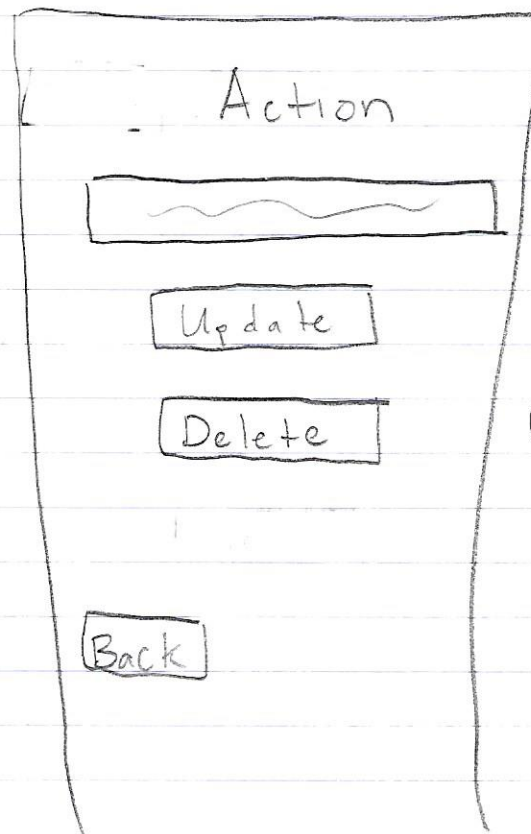
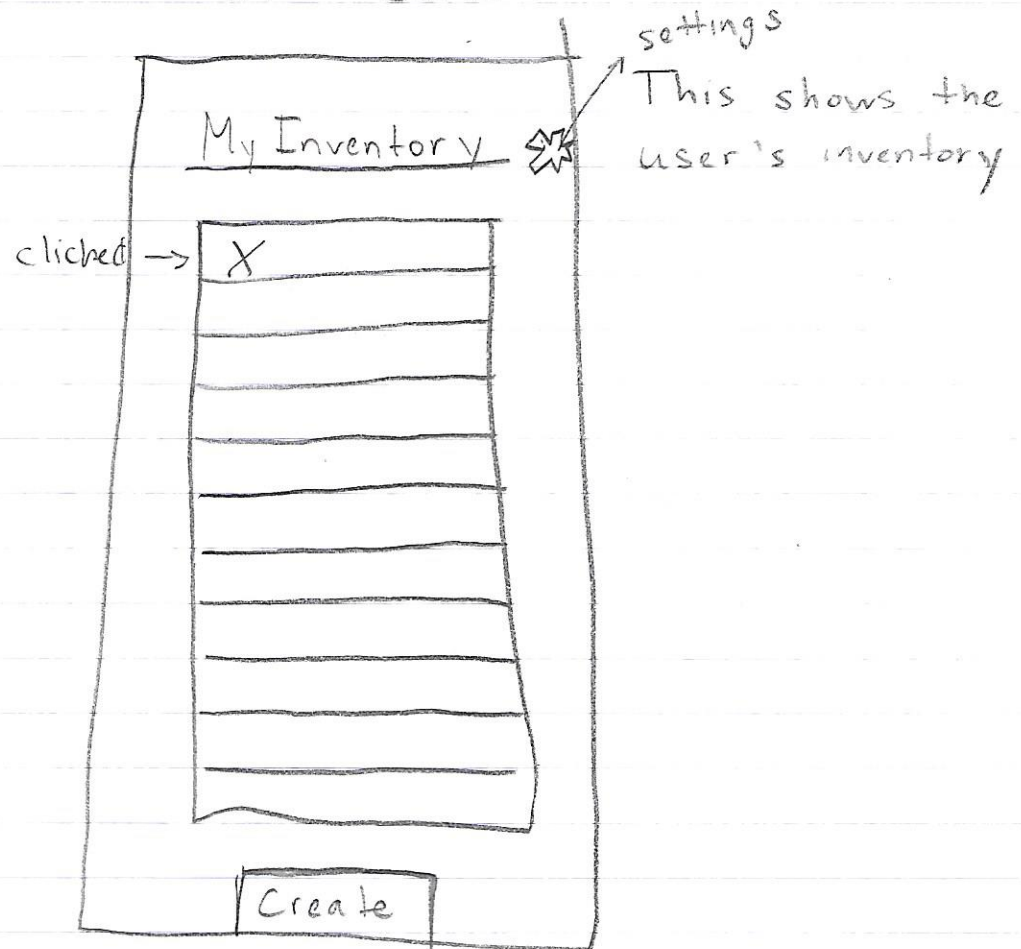


My Inventory UI Mockup (Portrait)

Inventory Start Screen



Have the user
choose what to
do with this
item

(Delete doesn't need
its own screen)

Both of these will go to the inventory screen when their respective actions are complete

Update

A hand-drawn rectangular box representing a mobile app screen. At the top, it says 'Update Item'. Below that is a text input field labeled 'Name' followed by a small square button labeled 'Done'. Underneath is another text input field labeled 'Owner'. At the bottom, there are two square buttons: 'Back' on the left and 'Update' on the right.

Update the Item with new info

Create

A hand-drawn rectangular box representing a mobile app screen. At the top, it says 'Create Item'. Below that is a text input field labeled 'Name' followed by a small square button with a hash symbol '#'. Underneath is another text input field labeled 'Owner'. At the bottom, there is a single square button labeled 'Create'.

Create item with new information given