**Super Aid Main Menu (Main.storyboard)**

Main menu storyboard contains three buttons: FallSafe, MedTracker, and TakeMeThere. There is a toggle switch to the right of the FallSafe button. The switch does not current perform a function. FallSafe will link to a new storyboard which will contain four view controllers (FallSafe main menu, Emergency contacts, Alert Messages, settings) and one navigation controller for the navigation bars. The user may navigate between any of the view controllers in the two story boards. Currently, MedTracker and TakeMeThere have not yet been implemented. These two features will be gradually completed as the project progresses.

ViewController.swift defines the fallSafe viewcontroller class, and there has been some addition of code. There are three IBOoutlets that connect the three buttons of the main menu and are labelled: @IBOutlet weak var medTracker\_: UIButton!

@IBOutlet weak var takeMeThere\_: UIButton!

@IBOutlet weak var fallSafe\_: UIButton!

override func shouldAutorotate() -> Bool andoverride func supportedInterfaceOrientations() -> UIInterfaceOrientationMask are two functions that prevent the app from turning to landscape mode.

@IBAction func medTrackerPressed(sender: UIButton)changes the title of the medTracker\_ button “Coming Soon!”. @IBAction func takeMeTherePressed(sender: UIButton) performs the same title change for the takeMeThere\_ buton.

@IBAction func fallSafePressed(sender: UIButton) links the Fallsafe\_SB.storyboard.

**FallSafe Main Menu (Fallsafe\_SB.storyboard)**

FallSafe’s main menu will be the initial screen to show when the user selects FallSafe from the previous screen. FallSafe will provide links to the other view controllers; Emergency Contact, Alert Messages, and Settings.

fallSafe.swift defines the fallSafe viewcontroller class.

@IBAction func backPressed(sender: AnyObject) exits the current storyboard and returns to the main storyboard.

**Emergency Contact**

Emergency contact will display three emergency contacts and their numbers. The user is able to enter numbers only for the contact number and any combination of strings for alert message. These fields have pre-set values and currently do not perform any tasks at the moment, but will be implemented with priority. We will be implementing the functions to add emergency contacts, scrolling of the emergency contact screen, edit existing contact information, and change alert type with a dropdown menu.

**Alert Messages**

Alert Messages will contain two labels titled, “1st Alert Message” and “Emergency contacts have been alerted. Are you okay? (Y/N). Under each label will contain an editable text field with pre-set values. The user may input any combination of strings in the text fields. We will be implementing functions to edit text fields and save input, scrolling of 1st Alert Message, and adding new alert messages.

**Settings**

Settings will contain four labels. The first three labels will have a text field where the user may input any number, and the label on the bottom will have a toggle switch beside it. We will be implementing functions to edit text fields, enabling and disabling toggle switch.

**General**

The interface is designed to be used only in portrait mode, but currently only the Main Menu is in forced portrait mode. Forced portrait mode will be added to the other story board with priority.

func textFieldShouldReturn(textField: UITextField) -> Bool

override func touchesBegan(touches: Set<UITouch>?, withEvent event: UIEvent?)

When the user presses return on any QWERTY keyboard in the app, or when the user presses on the background, the keyboard will hide. The number pad does not contain a return button, but we will implement a customized one.

The toggle switch beside the MedTracker button is currently hidden and will be unhidden after the toggling is implemented.