# Nody, UI flow and the Flow Graph

## Nody

…is a visual flow graph solution designed to create, visualize and manage UI navigation flows.

For example, in a project (app/game) we may want to go from the Main Menu to a Settings menu and back. That is a UI flow and every UI has one.

To manage a UI, we need some nodes and a Flow Graph to contain them. From the way the nodes are connected inside a Flow Graph, a UI flow emerges.

Most graphs go in one direction, either from left to right or from top to bottom. With an UI flow that is not the case because it needs to go back as well. **Nody** does exactly that (and more), as it provides the necessary tools (nodes) and infrastructure (graphs) to manipulate and manage UI flows.

By taking a visual approach in designing UI flows, complex UI structures can be managed without the need of writing complex and hard to debug code.

*TL;DR*

- a UI flow is defined by nodes in the way they are connected
- a node defines a state the UI can be in
- a Flow Graph is a container for nodes, and since two or more the nodes define a UI flow, we can say that a Flow Graph contains a UI flow

- a Flow Graph is as a container of data points
- a Node is a data point
- a UI flow is what the data points define

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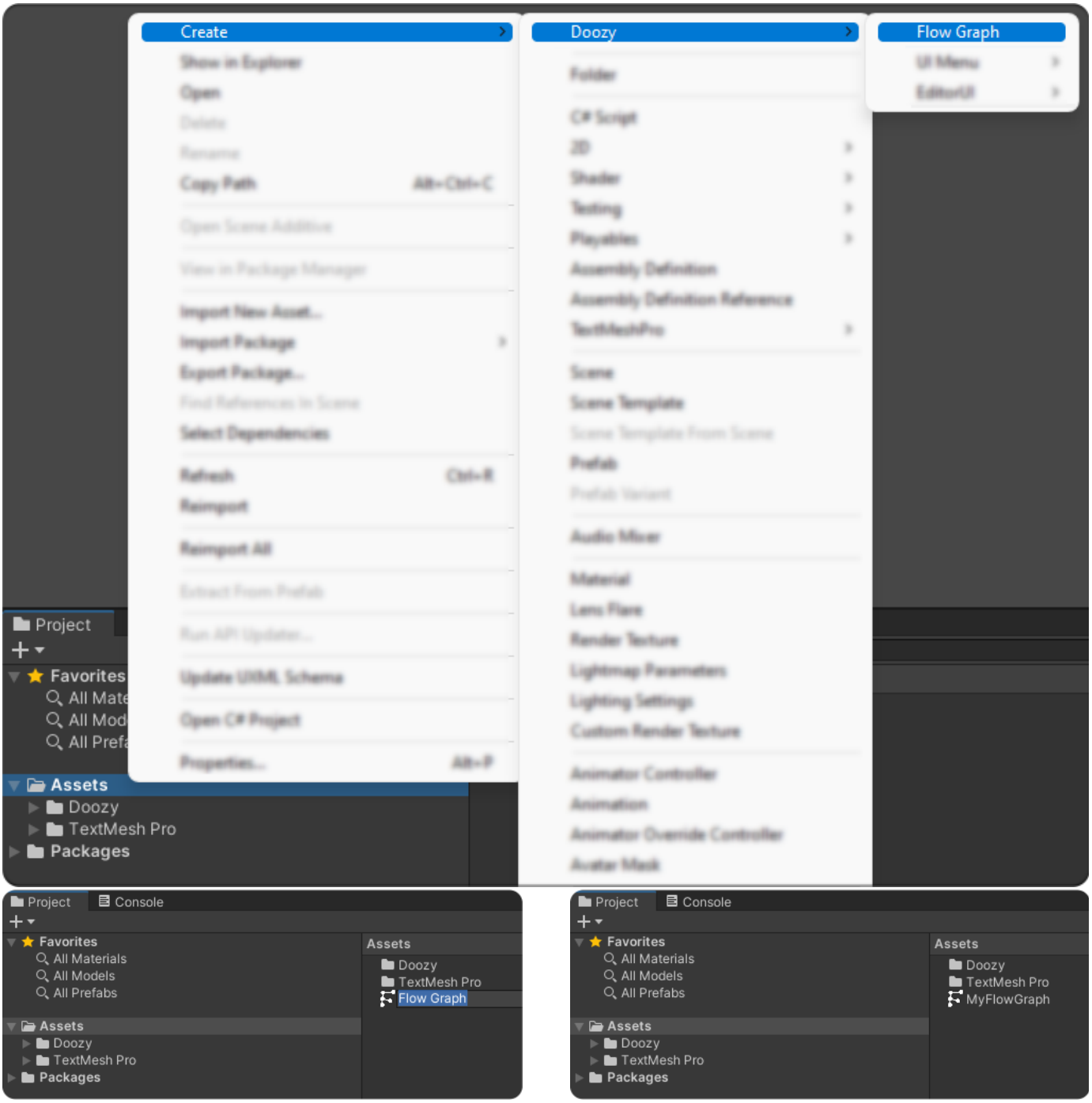
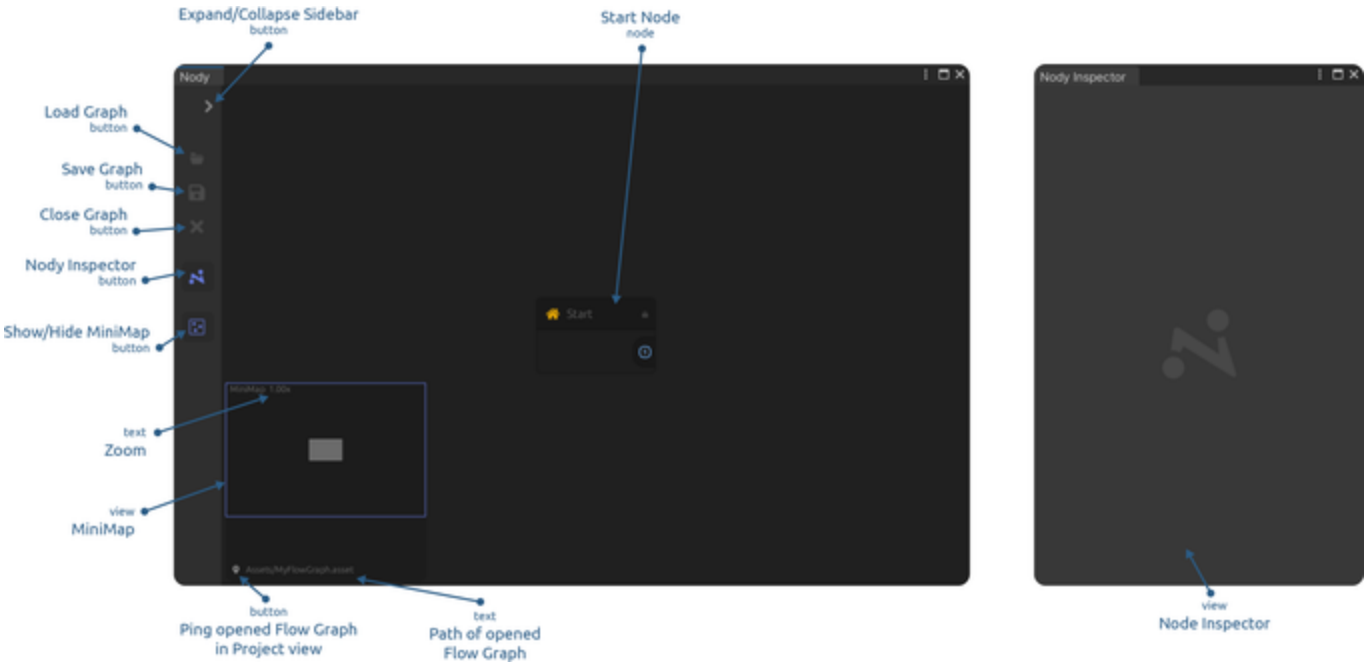
To start creating our first UI flow, we need to create a Flow Graph. Since a Flow Graph is a ScriptableObject, inside our project, we need to go to the **Project** view and select a where we want to create our asset file.

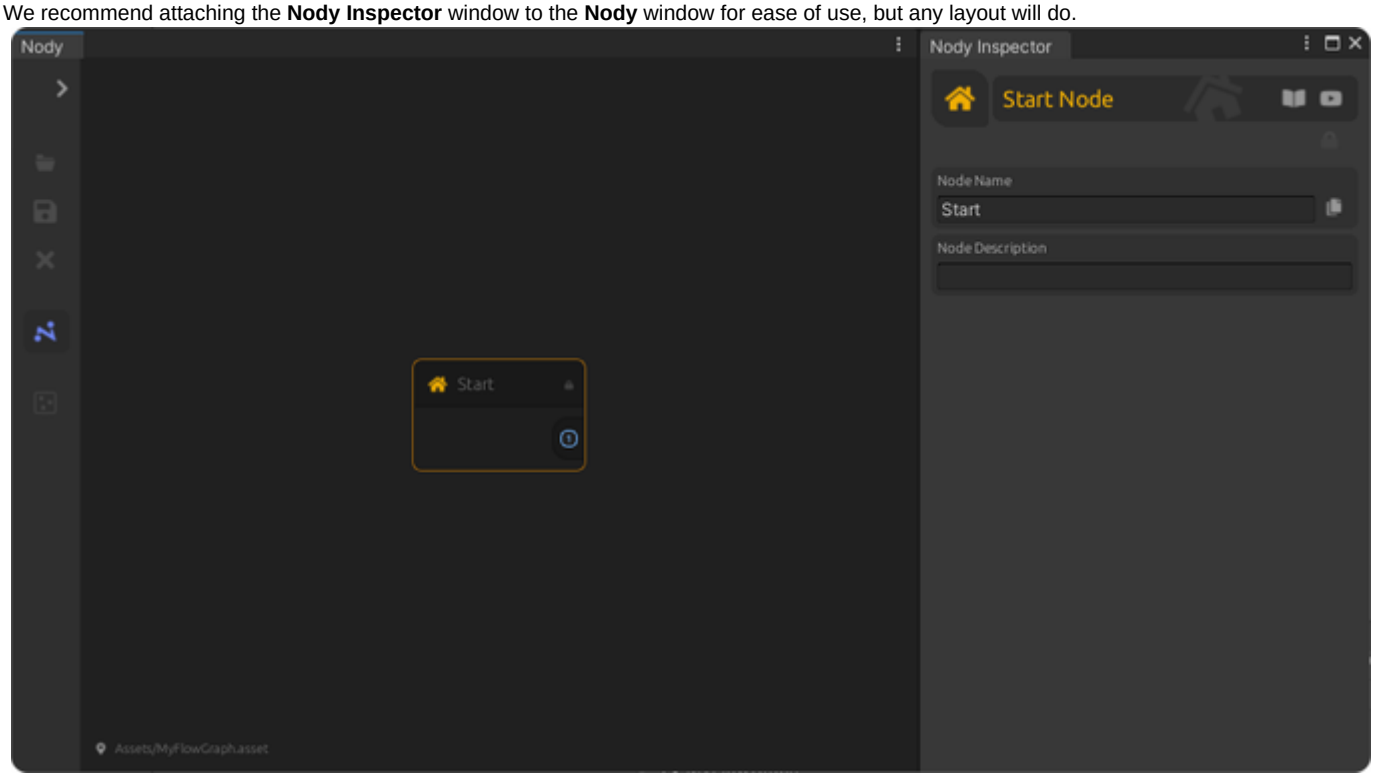
We will use the **Project** view context menu to create a new Flow Graph asset. **Right click** the **'Assets' folder** and select '**Create** > **Doozy** > **Flow Graph**'.




Double click the graph and it will be loaded in the **Nody** window, that will also open together with the **Nody Inspector** window.

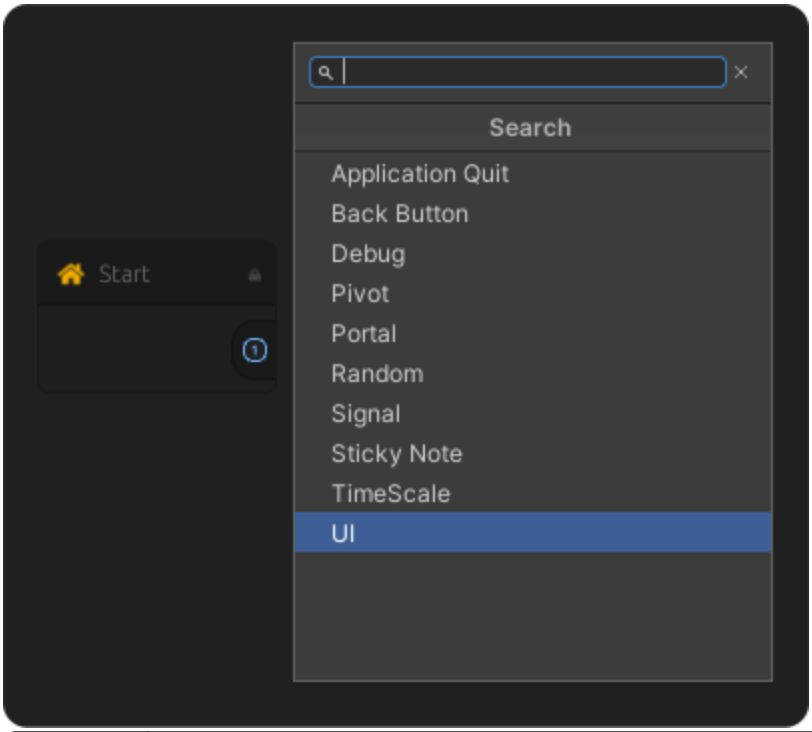


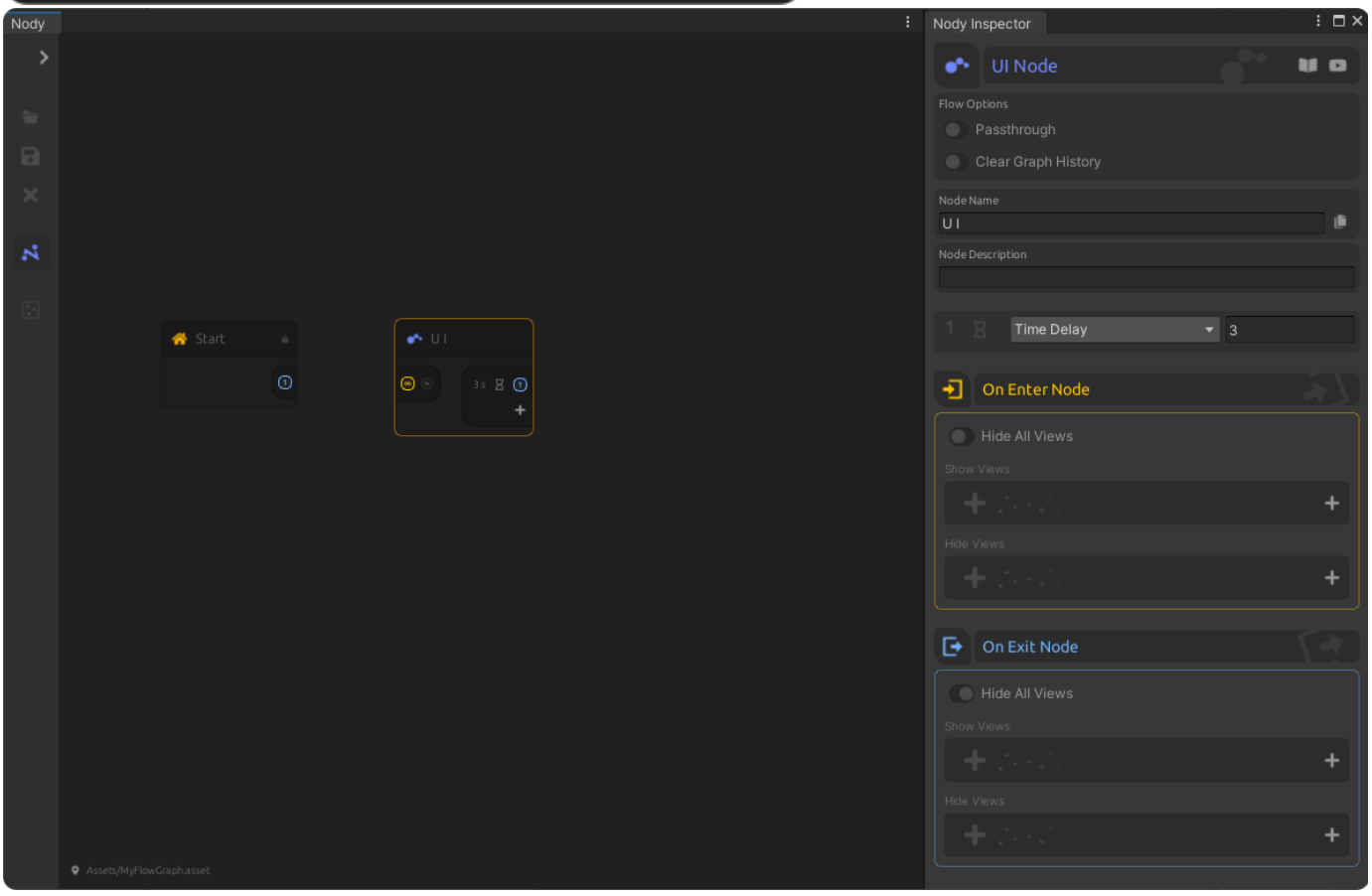

We recommend attaching the **Nody Inspector** window to the **Nody** window for ease of use, but any layout will do.



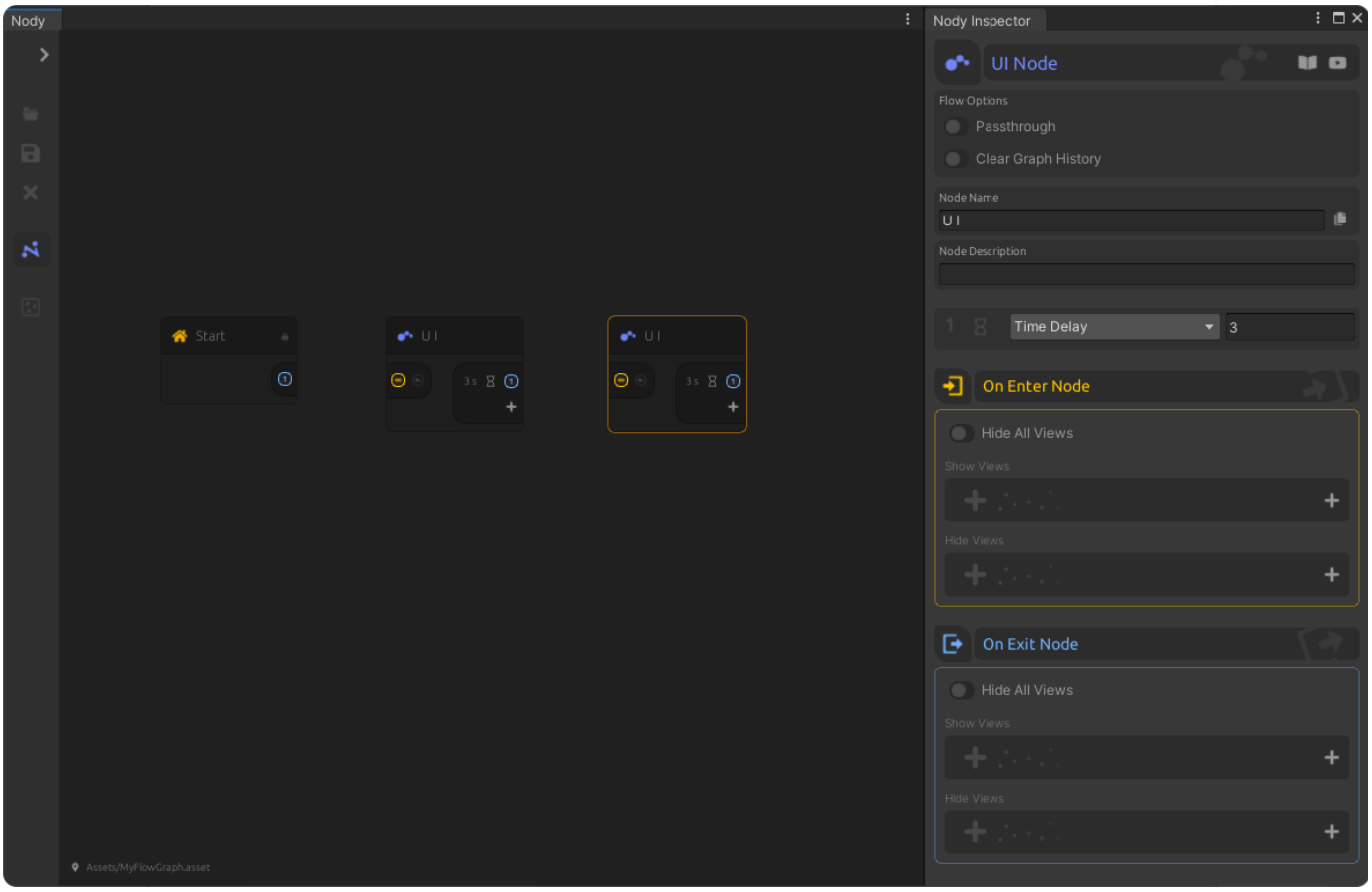

Nody Inspector shows info about the selected node and it works in the same way as the Unity Inspector, but for nodes.

Let's create our first node and to do that simply **right click** the graph and select Create Node **OR press** the **Spacebar** twice, then look for the **UI** node and click on it.

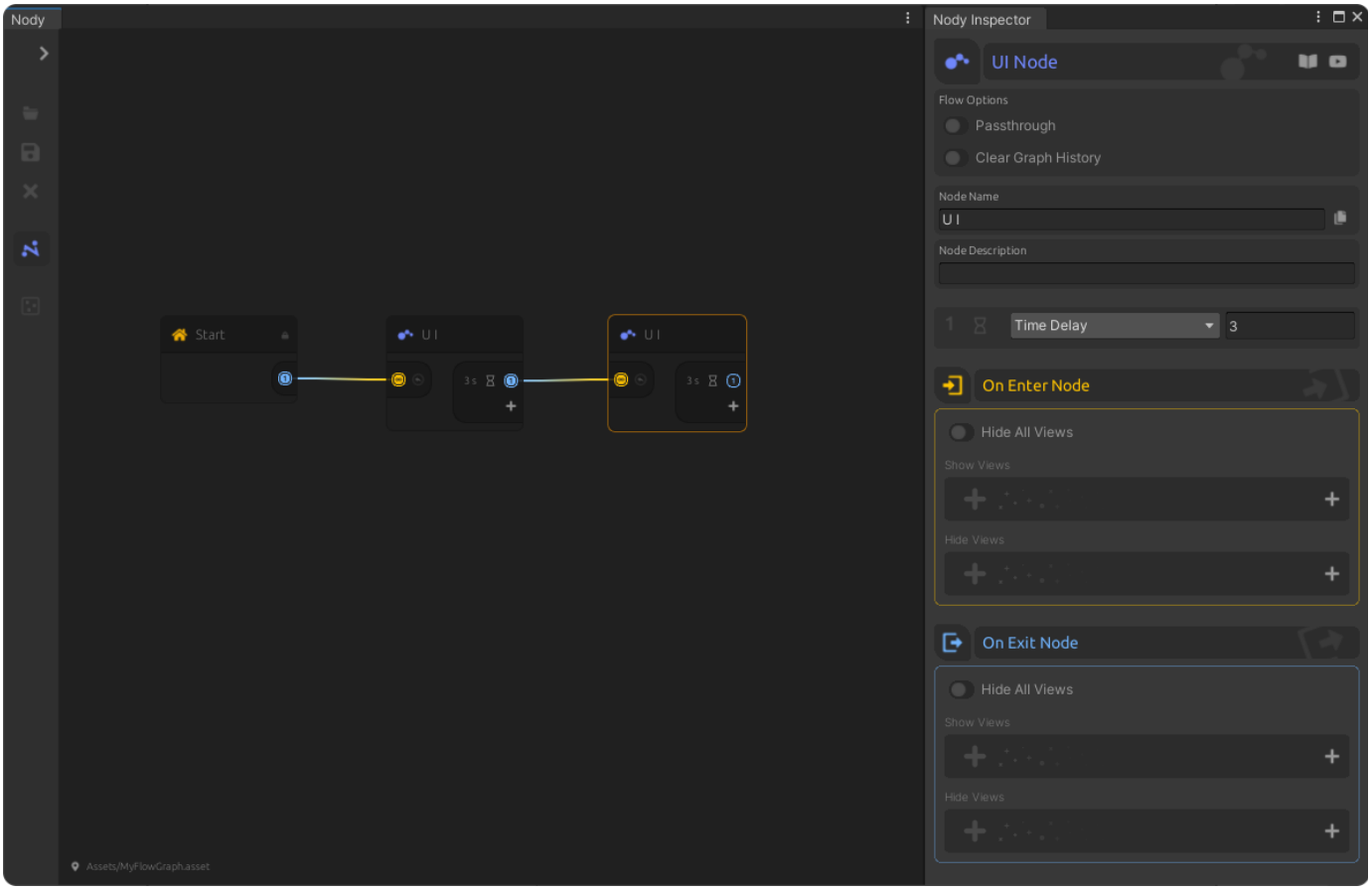



Repeat the previous step and create a second **UI** node




Connect the nodes and we'll have our first UI flow.



Now all that is left is to learn How it all works together