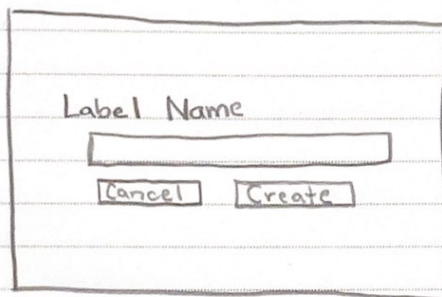


dropdown will show previously used labels. On label selection, 2 new buttons will appear "Select Label" and "delete label". Select will take you back to Training Scene
 ↳ so does back button

Select Label Menu

- SelectLabelTitle → UI Textbox TMP
- SelectLabelDropdown → TMP Dropdown
- CreateLabelButton → Button
- Back Button → Button
- Select Button → Button
- DeleteButton → Button



user will type new label name into input field. If valid, will return to the training scene. If not valid, the LabelValidity message will be updated. Cancel button goes to SelectLabel scene

CreateLabel Menu

- LabelNameHeading → UI Textbox TMP
- Label Input Field → TMP InputField
- Cancel Button → Button
- Create Button → Button
- Label Validity Message → UI Textbox TMP

