

## **Login Page**

The login page consists of a form submission to login with OpenSim credentials; These being first and last name, and password. The login page is accessible on launch, as well as after the user has logged out of the application via the logout button.

## **Home Page**

After proceeding through the login process, the user will be greeted by the home page of the website. This contains a navigation bar which will be talked about in the following section. The homepage has a welcome message greeting the user, as well as multiple search categories that enable the user to search by asset type (texture, model etc). There is also a carousel of recently uploaded items on the homepage, showcasing some new items that the user may be interested in.

## **Navigation Bar**

The navigation bar is the main way the user interacts with the website, given that it is available from every page except the login screen. The navigation bar has a redirect that sends the user to the homepage, as well as to the inventory page. The user can log out of the application which will redirect them to the login page. Lastly, the user can search for items with text via a search box, preferably by the items name.

## **Search functionality**

There are currently two types of search functionality available to the user. The first one through the navigation bar, which allows the user to search by the name of the item. Leaving the search box blank will show all available items in the database. The second are the categories located on the homepage, which when selected will redirect to the search page and search for only the asset type that was selected. On this page selecting an item card will redirect to the items page.

## **Item page**

The item page contains the most descriptive information about each asset, showing the name, asset type, creator, and date and time of upload. The item page is the only page where an asset can be added to a users inventory. If the user is the creator or already has the asset in their inventory, the "Add To Inventory" button will redirect to their

inventory. Otherwise, the user can simply add the asset to their inventory via the “Add To Inventory” button.

## **Inventory Page**

The inventory page is the only page where the user can manage the assets in their inventory. They have the option to remove assets from their inventory, as well as view the item page. The user also has many capabilities if they are the creator of the asset. If the user is the creator of the asset, they can opt to make it public or private, which is like uploading and downloading. Public makes the asset available to all users of the marketplace, and private makes an asset available to only the creating user. All of this can be done from the buttons on each assets item card in the inventory screen.

## **Usage**

### **1. Login:**

Upon opening / visiting the marketplace you will be redirected to a login page on which you will enter your OpenSim Account information, this includes your First Name, Last Name, and Password, and click the submit button to gain access to the marketplace and its various functions.

If your login information matches the servers saved credentials you will be redirected to the Home Page from which you will be able to access the rest of the marketplace.

### **2. Page Navigation:**

Once logged in to the marketplace all pages, including Search, Item, Home, and Inventory Pages, become accessible via the following navigation methods:

#### **a. Home Page:**

You can access the Home Page via any other page by clicking the OpenSim Marketplace Brand or Logo located at the top-left of the screen in the dark colored Navigation Bar. Once clicked you will be redirected to the Home Page.

#### **b. Search Page:**

You can access the Search Page via any other page by typing an asset name, or leaving it blank, into the search textbox located in the top-right corner of the screen in the dark colored Navigation Bar and simply clicking the green search button or hit enter on the keyboard. Once clicked you will be redirected to the search page which will contain the assets pertaining to what you entered in the search bar.

The Search Page can also be accessed via the Home Page's "Search Categories" Section. Clicking on any of the listed search categories, including material, texture, sound, etc., will redirect you to the search page. The assets, or lack thereof, will be of and only of the type you selected in the search categories section.

**Note: If instead of a search bar and search button, a square containing three horizontal lines is located in the top-right corner of the screen. Either expand the size of the browser window or simply click the three line box to reveal the search bar and search button.**

#### **c. Item Page:**

You can access an Item Page via the following:

- The Home Page by clicking the title (top most text) of one of the cards(teal colored squares) located in the "Recently Updated Items section", doing so will redirect you to the selected item's corresponding Item Page.
- The Search Page by clicking the title (top most text) of one of the cards(dark colored squares) or the "More Info" button, doing so will redirect you to the selected item's corresponding Item Page.
- The Inventory Page by clicking the "Inspect Item" button of one of the cards(dark colored squares), doing so will redirect you to the selected item's corresponding Item Page.

**Note: There is exactly one Item Page per asset in the Marketplace. Not every Item Page can be accessed via every other page. Only the Search Page may provide access to all Item Pages at once.**

#### **d. Inventory Page:**

You can access the Inventory Page via any other page by simply clicking the “Inventory” text located in the top-right corner of the screen in the dark colored Navigation Bar. Once clicked you will be redirected to the Inventory Page.

**Note: If instead of “Inventory” text , a square containing three horizontal lines is located in the top-right corner of the screen. Either expand the size of the browser window or simply click the three line box to reveal the “Inventory” text.**

### 3. Finding Assets:

There are several ways/places to find assets on the marketplace:

- a. On the Home Page:  
In the bottom section of the Home Page labeled “Recently Updated Items”
- b. Search categories on the Home Page  
Selecting a category directs to the search page and displays its assets
- c. Search Page:  
Search for assets by name using navigation bar which redirects to search page with assets matching the search

### 4. Adding Item Inventory:

Once you have found the asset you are looking for and have been redirected to its corresponding Item Page, you can now add the asset to your inventory via the “Add To Inventory” button. Once clicked the asset will be added to your OpenSim Inventory where it can be viewed via the marketplace Inventory Page as well as the in-client inventory screen located in the OpenSim Client. You will also be redirected to your Inventory where your added asset will be displayed.

**Note: Both the OpenSim Client and the OpenSim Marketplace share an Inventory. This is how items are “Downloaded” and “Uploaded”.**

### 5. Uploading an Inventory Item:

In order to upload an item, you must be the creator of said item, meaning you must have been the creator of the item in OpenSim. If you are the creator, you can go to your inventory page through the navbar, and locate the item that you wish to upload to the marketplace. Once you have found the item, simply check

the public button if it is currently private, and it will be “uploaded”. If you would like to hide or “unupload” your item, hit the private button within the inventory page on the item you want to hide, and it will no longer be public on the marketplace.

## **6. Logout:**

Once you have finished using the marketplace you may logout of your OpenSim Account via the “Logout” text located in the top-right corner of the screen in the dark colored Navigation Bar. Once clicked you will be redirected to the Login Page where you can login once again.

**Note: If instead of “Logout” text , a square containing three horizontal lines is located in the top-right corner of the screen. Either expand the size of the browser window or simply click the three line box to reveal the “Logout” text.**