E-Content Store Task

User Documentation

Created by

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Hardware requirements

Desktop

Operating system	Windows
Operating system version	Windows 7 and Windows 10. Workstation, laptop and tablet form factors, running on device without emulation or compatibility layer.
CPU	x86, x64 architecture with SSE2 instruction set support.
Graphics API	DX10, DX11, DX12 Capable.
Additional requirements	Hardware vendor officially supported drivers.

Mobile

Operating system	Android
Version	4.4 (API 19)+
CPU	ARMv7 with Neon Support (32-bit) or ARM64
Graphics API	OpenGL ES 2.0+, OpenGL ES 3.0+, Vulkan
Additional requirements	1GB+ RAM.

Requirements provided accordding to Unity documentation.
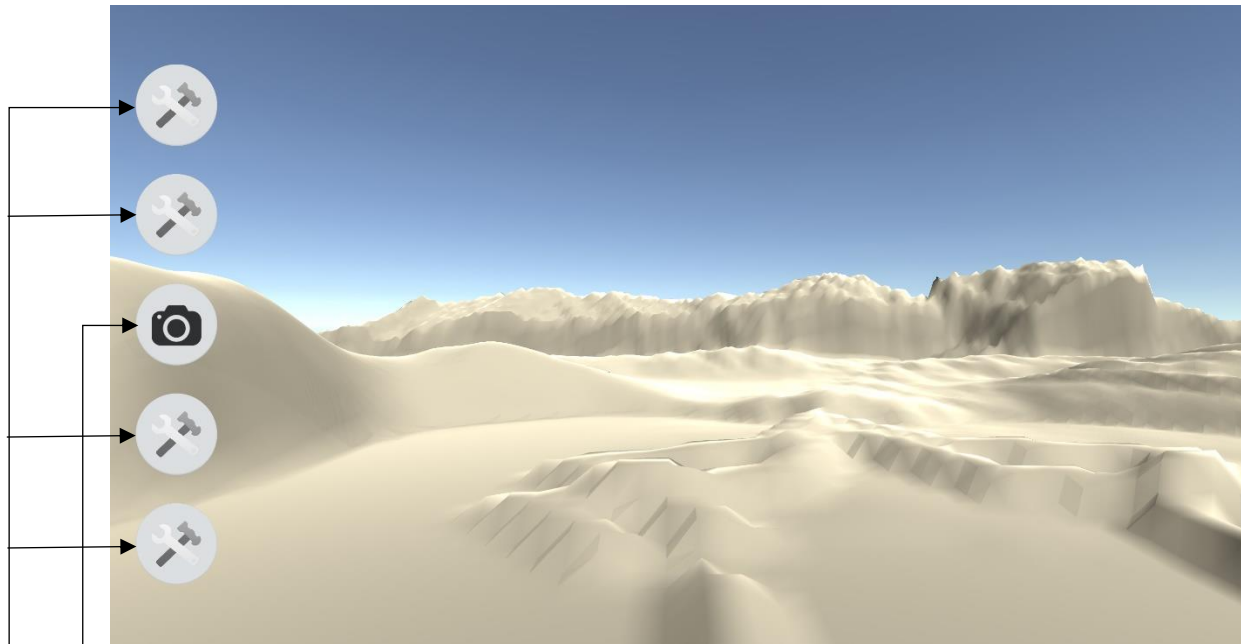
User Manual

App start

Illustration 1 Default app view on start

- Takes screenshot of the current view and enters edit mode.

- Other buttons in the toolbar currently are not active.

- To rotate view use left mouse button (desktop devices) or touch (Android devices).

Edit screenshot mode

After taking screenshot application automatically switches to edit screenshot mode. User is instantly able to draw on taken screenshot with default white brush color.
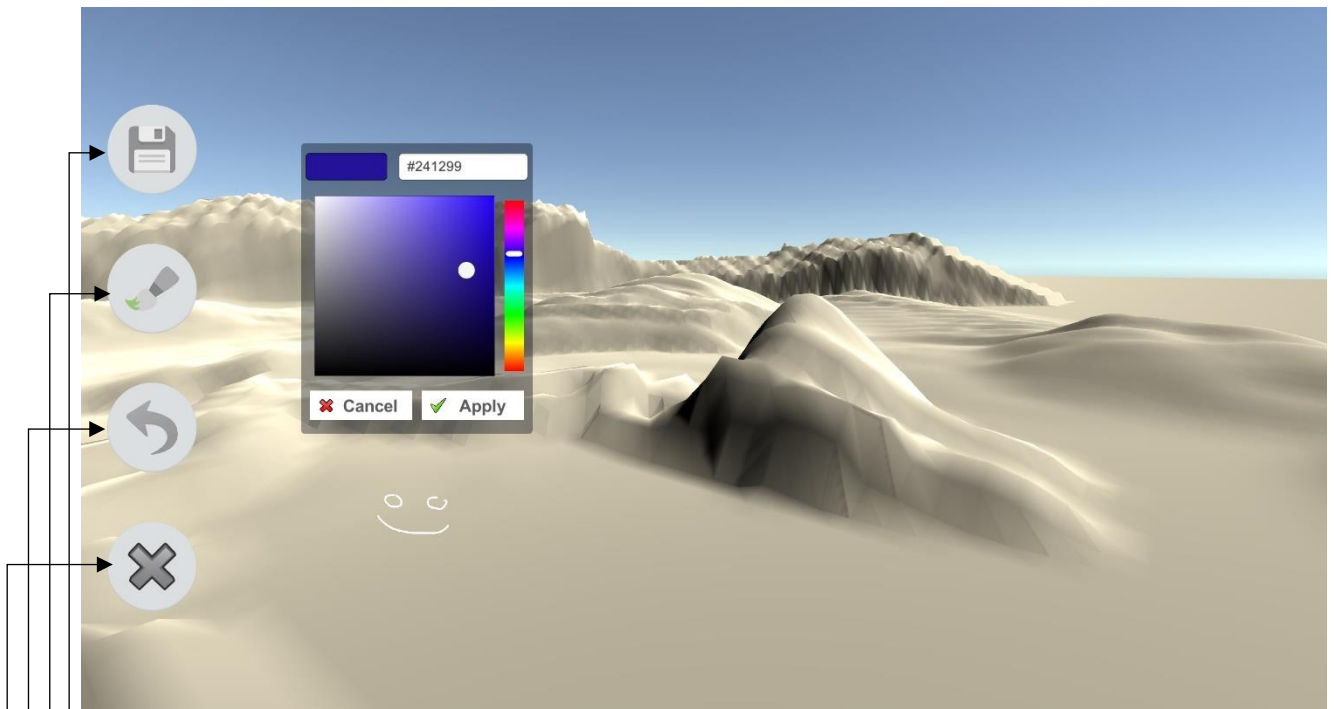

Illustration 2 Example view in edit screenshot mode

- Saves edited screenshot in a persistent data directory, provides information with this directory.

- Opens brush color picker. Change of color can be applied or canceled.

- Undo last drawing, can be repeated multiple times.

- Cancels editing screenshot, comes back to default mode without saving.