

User Guide - Closetify

April 12, 2024

Management Dashboard Guide

Setup and Initialization

Start by cloning the Github project submission.

React relies on Node.js and npm for managing dependencies and running build scripts. Make sure you have both installed on your system.

To initialize the web application(Management Dashboard):

1. cd into 'management_dashboard' folder
2. Run 'npm install' from the terminal window
3. Run 'npm start'
4. The web application should be running at <http://localhost:3000/login>

Running Tests

1. Cd into management dashboard folder
2. Run *npx cypress run*
3. Select E2E tests and then select chrome
4. Navigate to spec and click play

Core Functionality

Account Creation and Login

Once setup is complete navigate to localhost:3000, here you should see a login page. If you are a returning user login with your credentials. If this is your first time using Closetify, click register and create a new account.

Map Page

The map page serves as the entry point for all functionalities related to the store map and the beacons.

Adding a Beacon

Click add beacon to pop open the beacon modal, enter beacon fields and click save.

The image shows a modal window titled "Add Beacon" overlaid on a blurred background. The modal contains four input fields: "Name" with the text "Example", "UUID" with the text "00:00:00:00:00:00", "X" with the text "6", and "y" with the text "6". At the bottom of the modal are two blue buttons labeled "SAVE" and "CANCEL". In the background, a "SAVE" button is also visible on a grey bar.

Editing/Deleting A Beacon

Double click the beacon you would like to edit or delete. This will open the beacon modal, options to edit and delete are found inside. If you would like to quickly change a beacon location you can drag and drop the beacon to the new location.

Channing Store Dimensions

To change store dimensions enter the new dimensions you would like and click save.

Coupon Page

Adding a Coupon

Click add coupon to pop open the coupon modal, enter coupon on fields and click save.

Editing/Deleting a coupon

Double click the coupon you would like to edit or delete. This will open the coupon modal, options to edit and delete are found inside.

Mobile Application Guide

Setup and Initialization

Before running the mobile application, you would need to set up the environment to support mobile application development. Please see details to setup the development environment here:

1. For a Windows Operating system and Android mobile application, please follow instructions here: <https://reactnative.dev/docs/environment-setup?guide=native&os=windows&platform=android>
2. For a Mac operating system and iOS mobile application, please follow instructions here: <https://reactnative.dev/docs/environment-setup?guide=native&os=macos&platform=ios>

You would also need to install an iOS or Android Emulator. Please see documentation below for setting up an emulator:

1. For android: <https://reactnative.dev/docs/environment-setup?platform=android>
2. For iOS: <https://reactnative.dev/docs/environment-setup?platform=ios&os=macos>

To run the mobile application for iOS platform(User facing app):

1. Once you have installed an emulator, start it
2. cd into 'mobileapp' folder
3. Run 'npm install' from the terminal window
4. cd into 'ios' folder. Then run 'pod install'.
5. 'cd ..' into 'mobileapp'
6. Run 'npm start'
7. Once the service is running, press 'i' in the terminal to launch the app on an iOS emulator.
8. The app should successfully launch on the specified emulator.

To run the mobile application for Android platform(User facing app):

1. Once you have installed an emulator, start it
2. cd into 'mobileapp' folder
3. Run 'npm install' from the terminal window
6. Run 'npm start'
7. Once the service is running, press 'a' in the terminal to launch the app on an android emulator.
8. The app should successfully launch on the specified emulator.

Running Tests

Requirement: The mobile application testing framework uses Detox which is available only on mac or linux devices. Please ensure to follow the below guidelines on a mac or linux based operating system.

1. Clone the project from Github
2. cd into *mobileapp* folder via terminal
3. Run *npm install* command
4. cd into *ios* folder and run *pod install*
5. cd .. back into *mobileapp* folder
6. Run *npm install detox-cli --global*
The above command installs detox command line tools
7. Run the following commands to install applesimutils
brew tap wix/brew
brew install applesimutils
8. Another requirement is to have the required emulators installed. In our case, the 2 emulators are *iPhone 15* and *Pixel_API_28_AOSP*

To install the *iPhone 15* emulator, please follow these steps:

<https://developer.apple.com/documentation/safari-developer-tools/adding-additional-simulators#Adding-a-Simulator>

To install the *Pixel_API_28_AOSP* simulator, follow these steps:

<https://wix.github.io/Detox/docs/guide/android-dev-env#android-aosp-emulators>

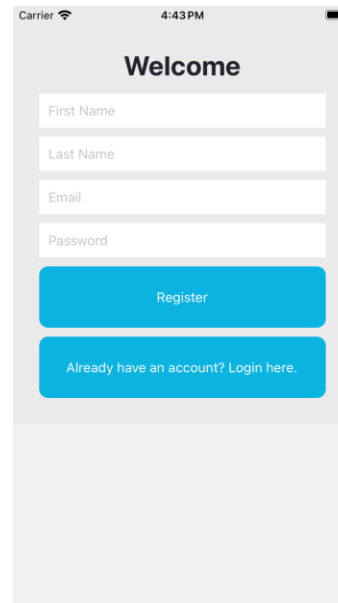
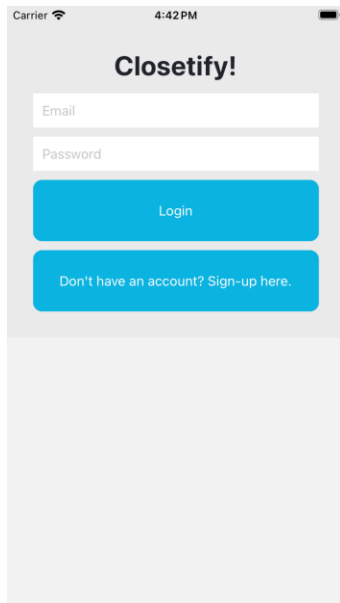
9. For iOS:
Run *detox build --configuration ios.sim.release*
The above command builds the app.

Run *detox test --configuration ios.sim.release*
The above command runs the test suite.
10. For Android:
Run *detox build --configuration android.emu.release*
The above command builds the app.

Run *detox test --configuration android.emu.release*
The above command runs the test suite.

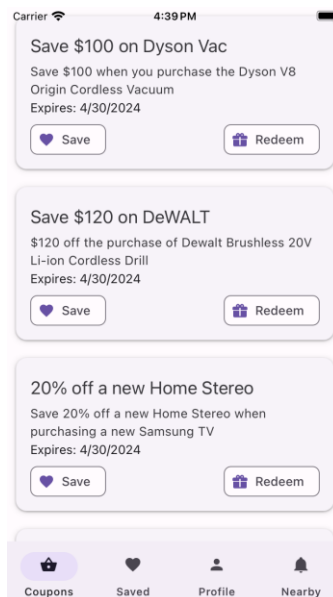
Core Functionality

Account Creation and Login



Once the setup is complete and the application is running on a simulator, you should see a login page. If you are a returning user, login with your credentials. If this is your first time using Closetify, click the 'Sign-up here' button and create a new account.

Coupons Page



Upon logging in, the user is navigated to the 'Coupons' page which displays a list of call coupons available to the user.

The Coupons page serves as the entry point for all functionalities related to the mobile application. The user can navigate to the *Saved Coupons*, *Profile*, or *Nearby Coupon* screen from here.

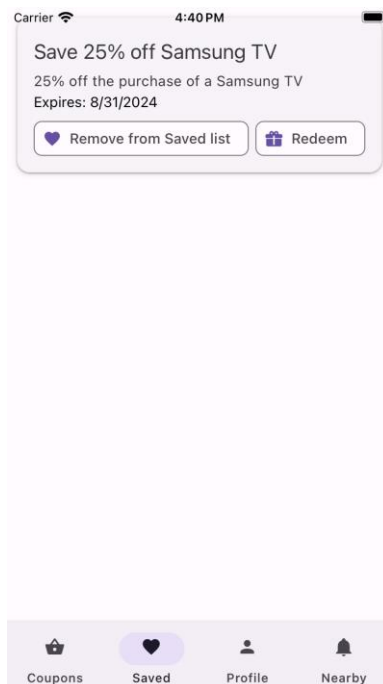
Saving a coupon

To save a coupon, the user can press the 'Save' button on the coupon they wish to save. Saved coupons can be accessed from the 'Saved' screen.

Redeeming a coupon

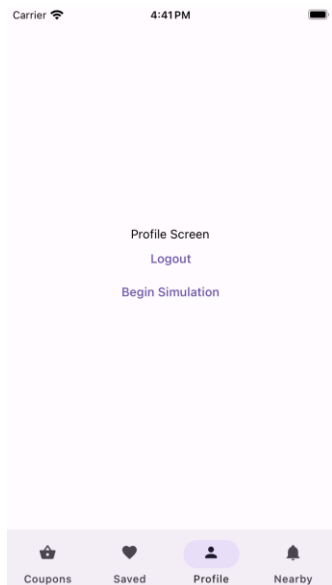
To redeem a coupon, the user can press the *Redeem* button on the coupon they wish to redeem. They will be presented with a popup window which provides the promocode for the coupon.

Saved Coupons Page



The Saved Coupons page displays the coupons saved by the user. The user can click to redeem or unsave coupons from this page.

Profile Page



The Profile page has the option to logout and to start the simulation of user movement through the store. If a coupon has been added along the user's simulated path, a notification pops up to notify the user of the presence of a coupon. The user can click on the notification and they will be navigated to the '*Nearby*' screen where the active coupon is displayed.

Nearby Coupons Page

