



Non-Adherence App for Children User Documentation

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1. USERS

Welcome to NAP! This application is still in the development stage, so this manual will be for:

- Future developers/admins of this app
- Sponsors Dr Patrina Caldwell and Ms Jenny-Maree Haidle

2. INSTALLATION

Currently, NAP is not deployed to the App store for either Android or Apple, and is only accessible through the Expo-cli phone app, as long as someone is able to run the tool from their computer, and has access to the folder where the app is contained in.

The app folder can be obtained from Jenny-Maree Haidle, who will have access to the github repository that the project is contained in. In order to set up the app, however, you will need a few programs. The steps to setting up the project are as follows:

2.1 STEPS

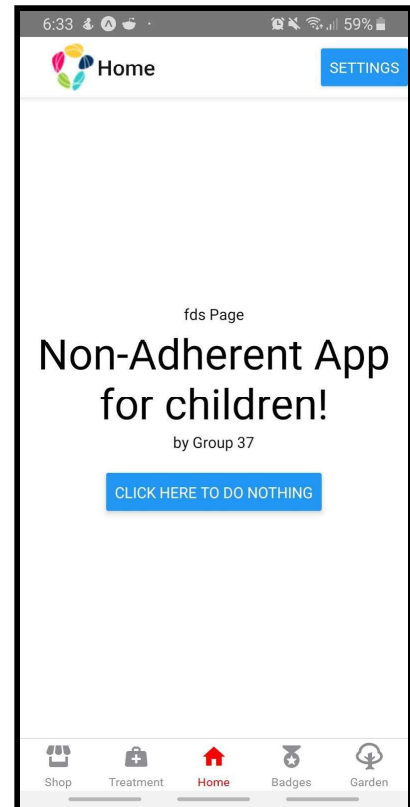
1. Download Android studio - <https://developer.android.com/studio>
 - Android studio is used to set up an emulator on your computer, however you are also able to use your own phone via the Expo app.
 - If you are on MacOS, you can download XCode from the App Store, and use the iPhone Simulator.
2. Download and Install Git. (Go to step 3 if you already have this installed):
 - Download this from: <https://git-scm.com/downloads>
 - To test if this works, go to your command line (cmd/terminal) and type "git". If you get a response, you can go to the next step.
3. Clone the repository from Jenny in your local device, go to your command line and type, without the brackets:
 - `git clone [Repository link here]`
 - The above will download a copy of the project, and store it into your local machine. You can then type in: `cd nap-react-native` to go into the directory.
 - NOTE: You may also use a repository hosting service, such as Bitbucket, Gitkraken or Github Desktop, to clone the repository.
4. Download Node.js - <https://nodejs.org/en/>
 - This installs npm, which is a package manager you can use on your command line.
 - go in your command prompt and type `npm`, that needs to work before you go to the next step
5. You will now need to install Expo-CLI. In your command line, type in: `npm install -g expo-cli`. This will install expo globally, allowing you to easily run any expo project
6. Once installed, go into your cloned local directory (see step 3) and type: `npm install`
 - This will install all the required modules and dependencies needed for the project

7. Press open on Android Studio > Press "Configure" > AVD Manager > Create a virtual device if you haven't yet > Press Green button and wait for the emulator to open. Once the Emulator is open, you can then go to the next step.
 - If you would like to run the app on your phone however, you can download the Expo client from your phones app store - <https://apps.apple.com/au/app/expo-client/id982107779>. The next step will tell you how you can run the app on your phone using the Expo client.
8. In the project directory on your command line (continuing from step 6), type: *npm start*
 - This will open the expo bundler on your default internet browser, press "Run on Android device/emulator".
 - If using the Expo client to run the app on your device, the bundler will have a QR code and a connection link you can use. In the Expo client, there are options to "Scan QR Code" and "Open from Clipboard". If your phone is on the same Local Area Network (LAN) as your computer, then you can use the LAN mode. If you are sharing the link to someone else, Tunnel mode will need to be selected. You can use either the link or scan the QR code with the Expo Client, but sending the Tunnel mode link to someone not in your LAN is how someone can use the app outside.
9. The app should open on the Emulator or Mobile device. You can change code and save it and it will refresh in real time.
 - However, make sure to do "npm install" each time you pull from the repo as developers may install new dependencies, and then finally type "npm start" to open the expo bundler.

3. SCREENS

3.1 HOME

The home screen is the default screen you will see every time you enter the application. In the top left corner, the application will have the screen name, with the settings button in the top right corner. Underneath this is the title of the app, along with a button that has no functionality yet. The navigation bar is along the bottom of the app, with buttons for the Shop, Treatment, Home, Badges and Garden pages.



3.2 TREATMENTS

The treatment screen will show you what tasks you will need to do for each day, with three options available for each task - done, snooze and ignore.

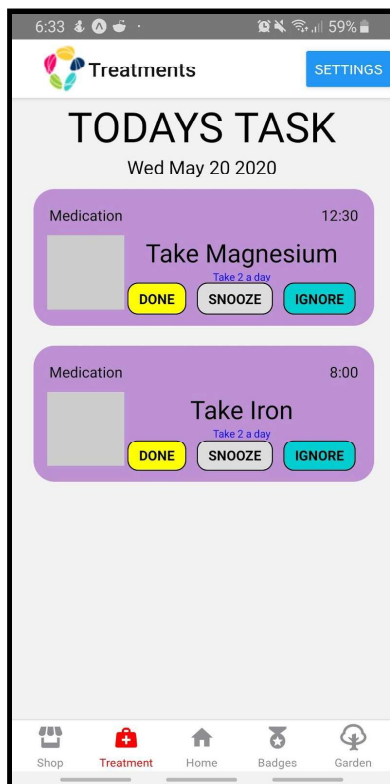
Calendar:

Currently, only the day and date shows at the top of the page, under "TODAYS TASKS". We hope to implement a horizontal calendar soon, however this is what we have at the moment.

Treatment:

Each treatment task will have 3 options:

- ❖ Done: Choose this button if you have done the task within time, or at around the time the reminder goes off.
- ❖ Snooze: Choose this button if you need the reminder to go off again in 5 minutes. This is if you are in the middle of something and are unable to do the task at that exact moment.



Pressing this button for a third time will mean the reminder will not appear again and will be considered as ignored.

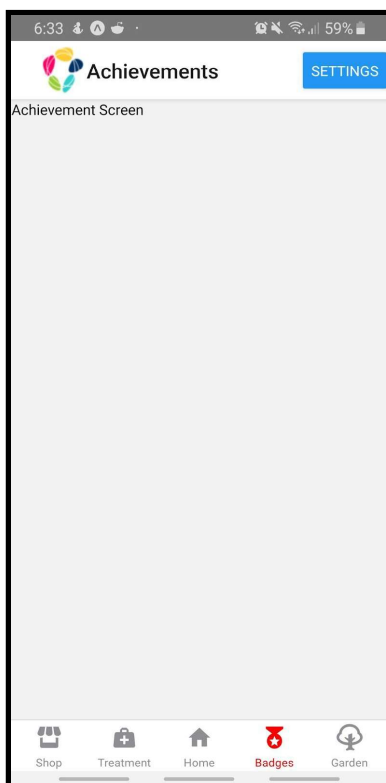
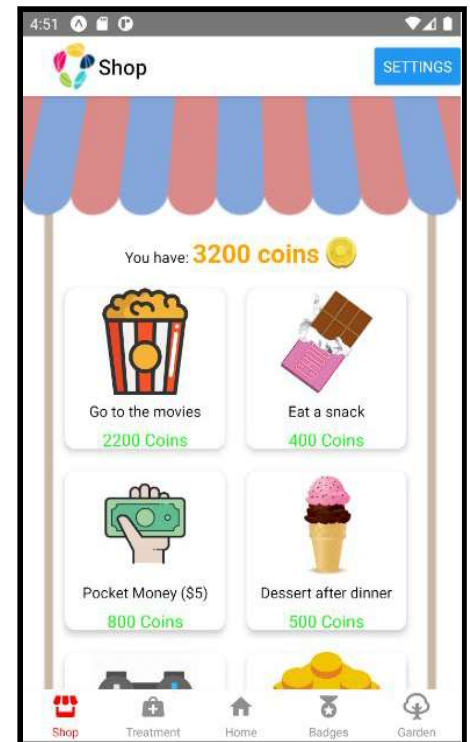
- ❖ **Ignore:** Choose this button to ignore the reminder. The reminder will not go off again for this specific task.

Once a button has been selected for the treatment, you will not be able to modify your answer.

3.3 SHOP

The shop page is where you can view the number of coins you have accumulated, as well as viewing rewards available to you, as discussed between you and your parent/guardian. Each reward will have different costs, with some rewards potentially being discounted if your parent/guardian feels generous.

As of now, the shop page has a background, a scrollable list with various examples of rewards the patient can choose from, and the patient's available number of coins displayed at the top.

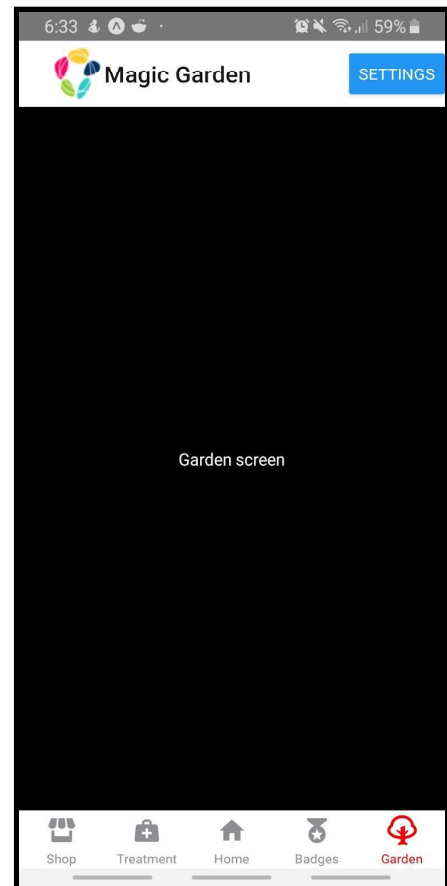


3.4 BADGES

If rewards weren't enough, you'll also achieve trophies for various achievements you unlock. As of now, the achievements have not been implemented yet. There is just the page title in the top left corner, and the settings button in the top right corner.

3.5 MAGIC GARDEN

The magic garden has not been implemented yet, due to time restrictions and focus on developing other features of the app. In this space, there should be a playable game where a patient can spend their points on creating a personalised garden with their choice of flowers, trees, shrubbery etc.



4. TROUBLESHOOTING

- a. Application doesn't run
 - i. Ensure you have enough space available on your computers
 - ii. Make sure the code is working
- b. Expo-cli is having errors on *npm start*
 - i. Make sure to *npm install* before hand
 - ii. Retry *npm start*
 - iii. Try `npm i expo-cli`, and then *npm start*