



v2.0 beta



USERGUIDE

MCD 4290 Engineering Mobile Applications | T3 | 2016

Developed by #Team2

WEB APP enabled
Recommended on Google Chrome

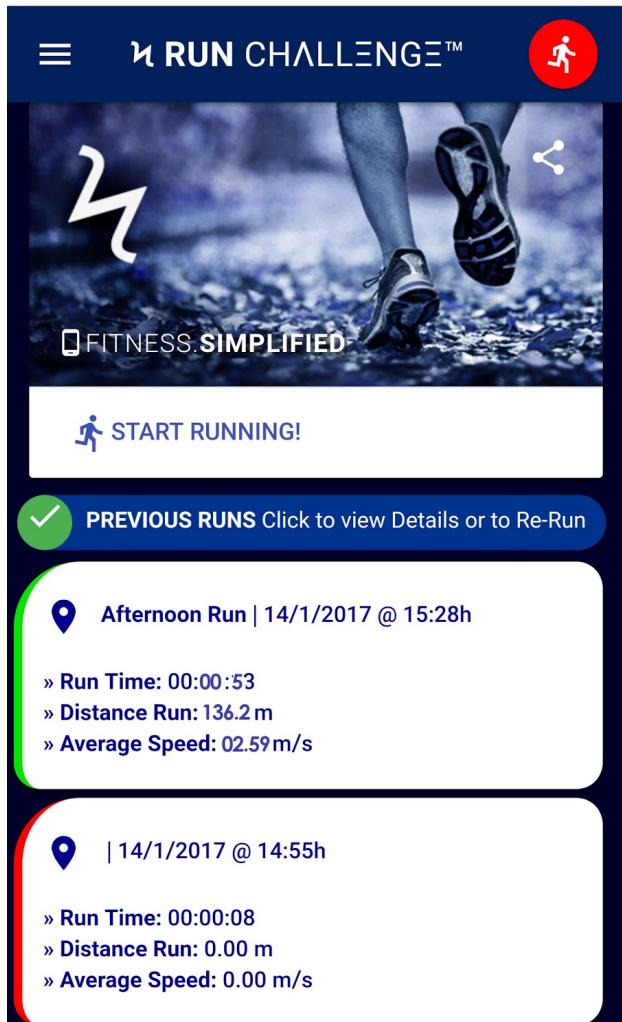


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1. Introduction

The Run Challenge App was designed to be a simple yet sophisticated **location based, goal-driven fitness application**. - © Team 2



Who is it for?

The Run Challenge App was designed for **everyone**.

It doesn't matter if you are simply **just looking for a morning run** before work or if you are an Athlete **looking to measure your performance and compete against yourself**, the Run Challenge App has **you** covered.

Special Features can be utilized depending on your requirements. It's as simple as an App can be but with enough functionality to be your daily mobile fitness driver!

< Click the 3 bars on the top left of the app to access Navigation where you can read the User Guide, see quick instructions and Developer information.

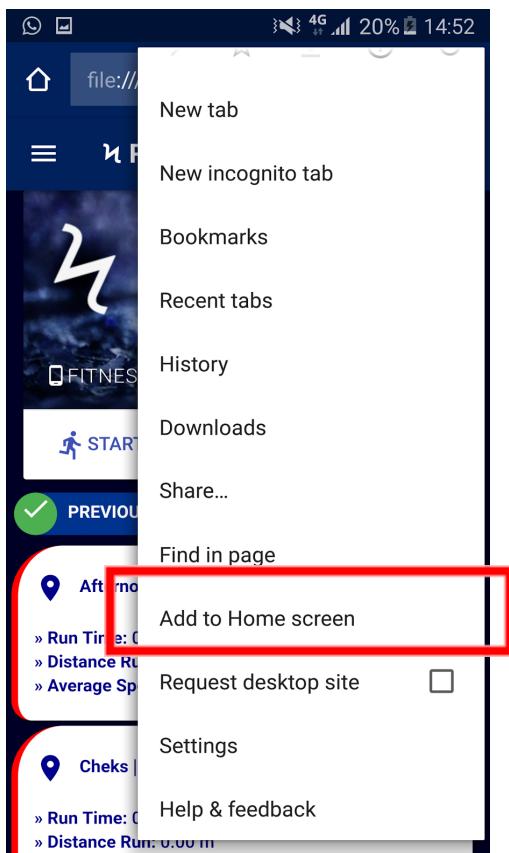
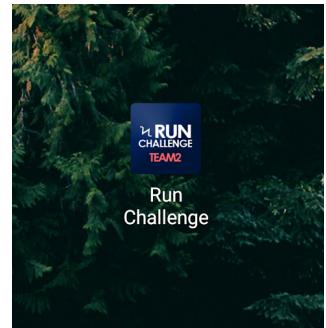
Figure 1.1 (above) - The Homepage - Saved runs (**completed**) shown with a **Green band** & (**incomplete**) runs shown with a **red band**.

2. Getting Started

Fig 2.1- Icon on android device

Basic Requirements :

1. A mobile device running **Android or iOS with built in GPS**.
2. An **updated Google Chrome Web Browser.** (*Material Design will not work on old browsers*)
3. A working Internet Connection.
4. GPS signal (Turn 'Location Settings' on)



Add the app to your homescreen :

1. Click on the Settings menu button on Chrome.
2. Select the option "**Add to homescreen**"
3. Confirm.
4. Check your homescreen.

(See troubleshooting if you're having trouble with this)

When you are running the App for the first time, you will not see any previous runs.

Hit the '**Start Running Button**' Button under the welcome card or click on the **Red Button on the Top Right Corner to initiate a fresh run!**

Fig 2.2 (above) - Chrome settings

3. Using the App

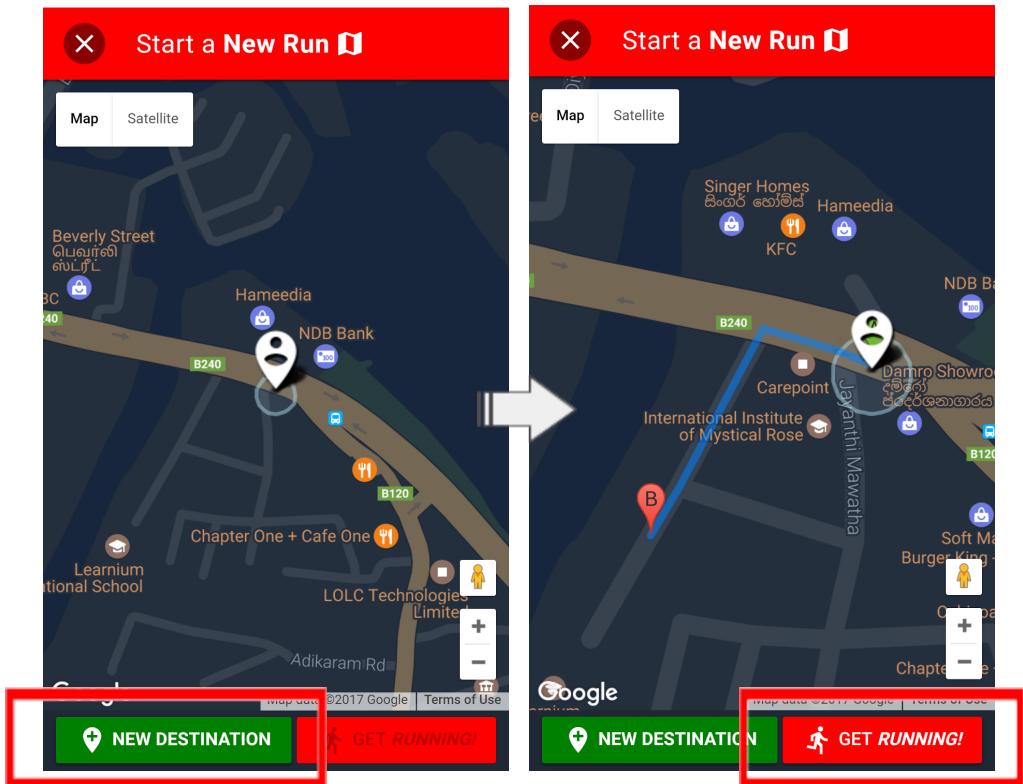
A. Finding a Destination Point and Starting a Run

1. Press the 'Create new Destination' Button.
2. This will generate a point not more than 150m away and not less than 60m away from your current location.
3. You can keep pressing the button to create other destinations.
4. Once you select a destination the 'Get Running!' button will become enabled at which point you can simply click it to start your run.

Troubleshooting tip:

If the app is informing you that your location accuracy is insufficient try enabling and disabling location settings on your mobile devices. This has proven to help in some occasions.

You'll notice that the buttons disappear and are replaced by a **timer** and a **Quit Run Button** which also indicates the distance you have left to run.



Figures 3.1 and 3.2 - Creating destinations and starting a run.

B. Ending or Quitting a Run

ENDING A RUN: Once you are within 10m of your destination, the app will inform you of this and automatically end the run and take you to the Run Summary Card. (You can always check how much distance you have to run next to the Quit Run Button)

QUITTING A RUN: If you want to quit the current run, hit the Quit Run Button. This will record your run as an incomplete run but you can still save it and re-attempt it later if you want to.

(Pressing the Quit run button will take you to the Run Summary Card as well.)

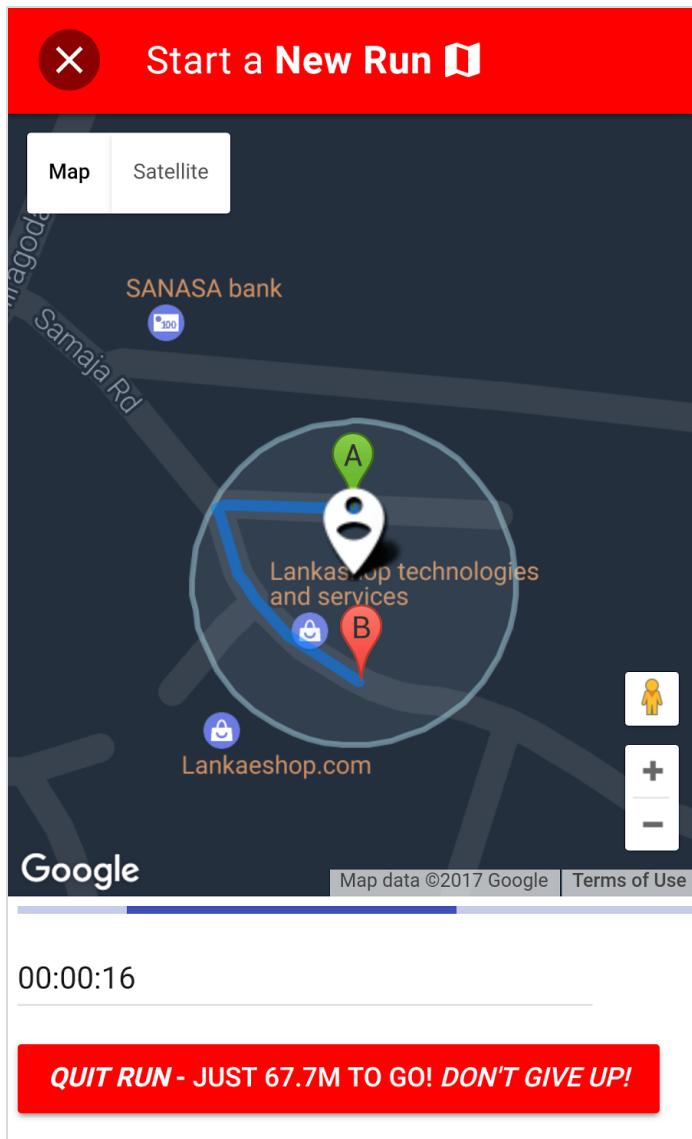


Fig. 3.3 (left) - The new run page showing the stopwatch, map details and the Quit run button which also displays the distance left to run.

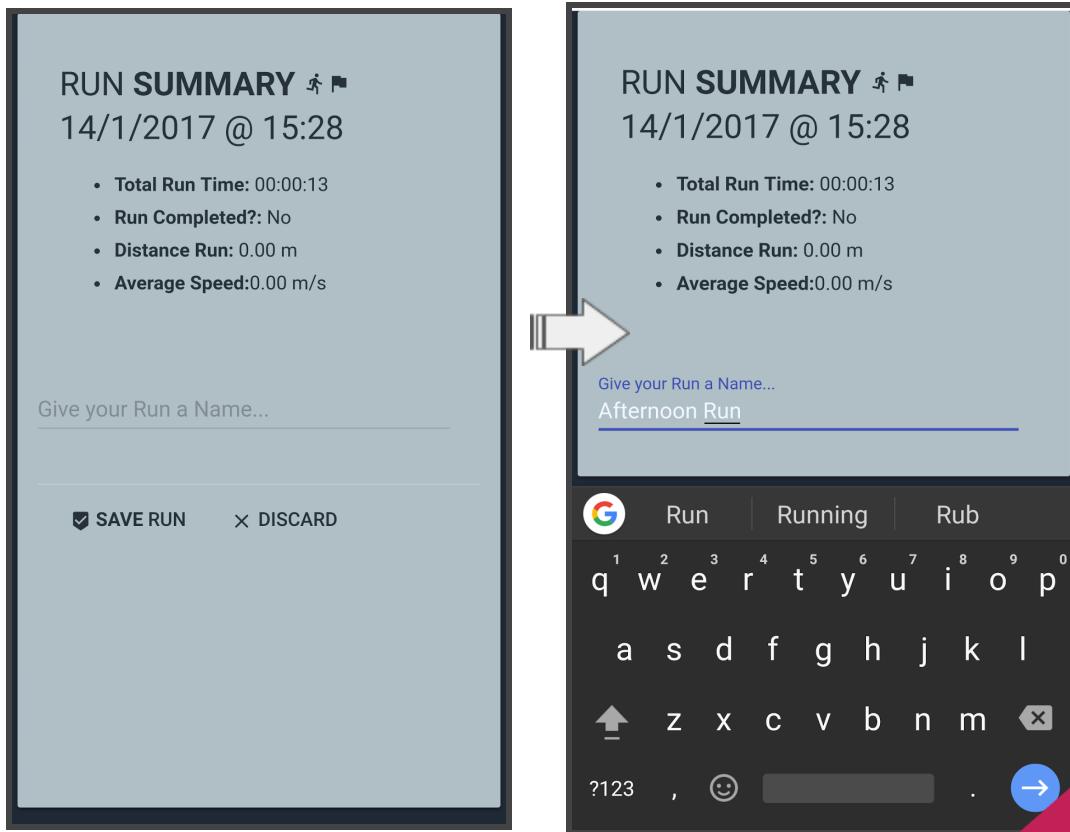
C. Saving or Discarding a Run

You are now in the RUN SUMMARY CARD.

You will be able to see the *following details about the run as shown in the screenshot.*

1. If you want to save your run, give it a Name and press 'Save Run'.
 2. If you want to discard the run, press 'Discard Run'
- **Note:** If you discard a run, the deleted information can never be regained. We recommend that you save your runs, because you can delete it later. (Section 4)
 -
 - Once you have either saved or discarded your run, you will be taken back to the homepage. If you saved the run, you will be able to see it there and re-view/re-attempt/delete it as you wish. (Refer Section 4 for more information on this)

Fig. 3.4 and 3.5 (below left-right) - The run summary card with the save run/discard options.

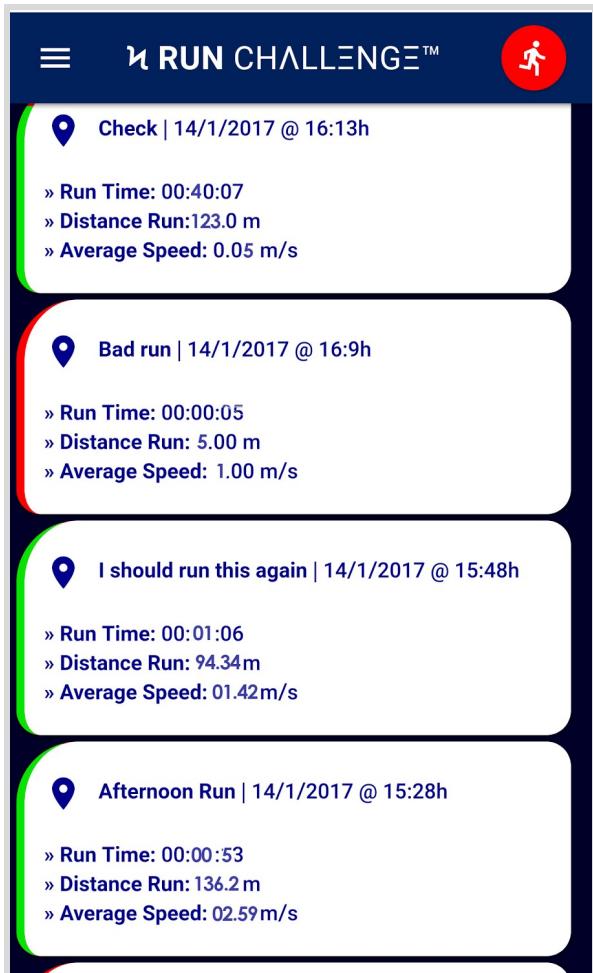


4. Navigating the View Run Page

A. View Previous Runs

All the runs you save over time will be shown on the Home Page. You can simply scroll through this list and view basic information about each run.

If you would like to **see more infomation about that run, including the run route on a map**, or if you would like to **re-attempt a previous run** or if you just want to **delete** that run, press the card containing the run you want to work with.



This will take you to the **View Run Page**.

- The header bar will show you the name of the run
- You can see your run route on the Map
- All information about the is displayed below.
- Re-Attemp Run / Delete Buttons are below this. (**Scroll down if you can't see them**)

Troubleshooting Tip:

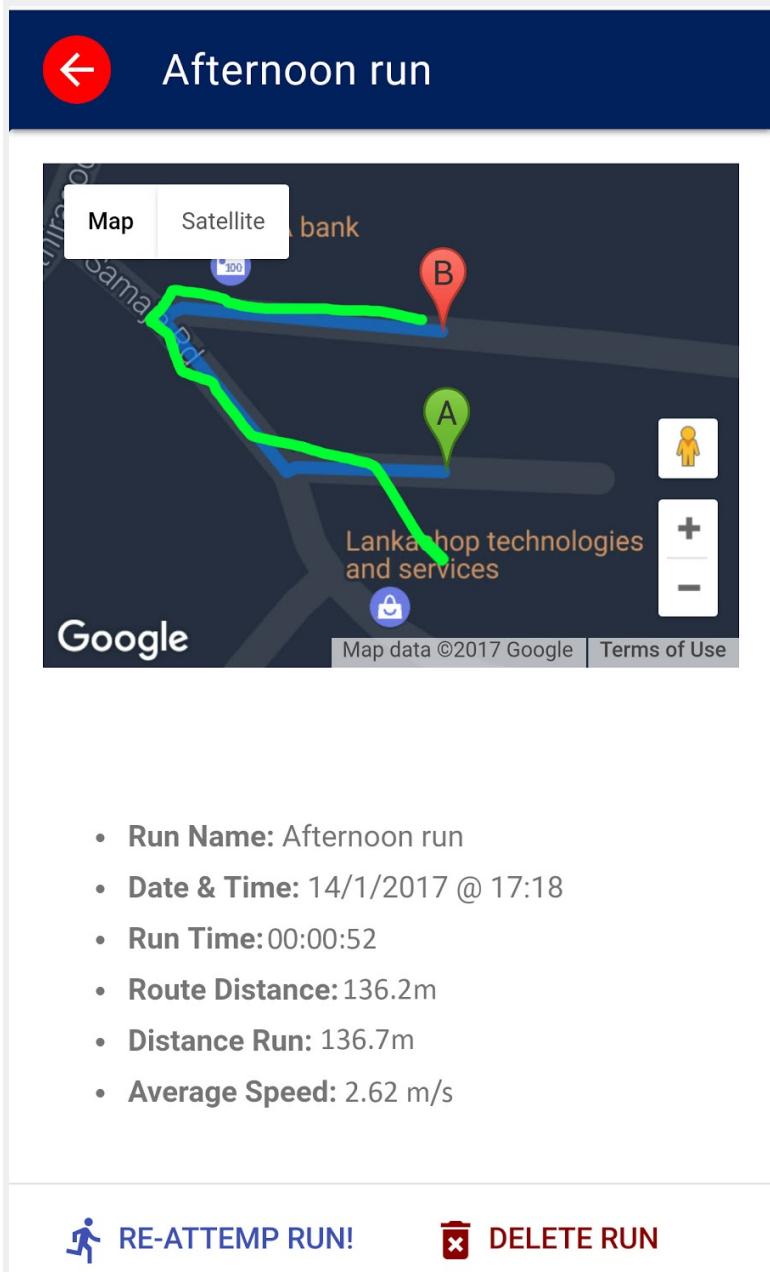
Is the Map not loading?

- Make sure your location settings are enabled.*
- Make sure you give permission to the app to use your location when prompted.*
- Refresh the page.*

Figure 4.1 (above) - Homepage with saved runs.

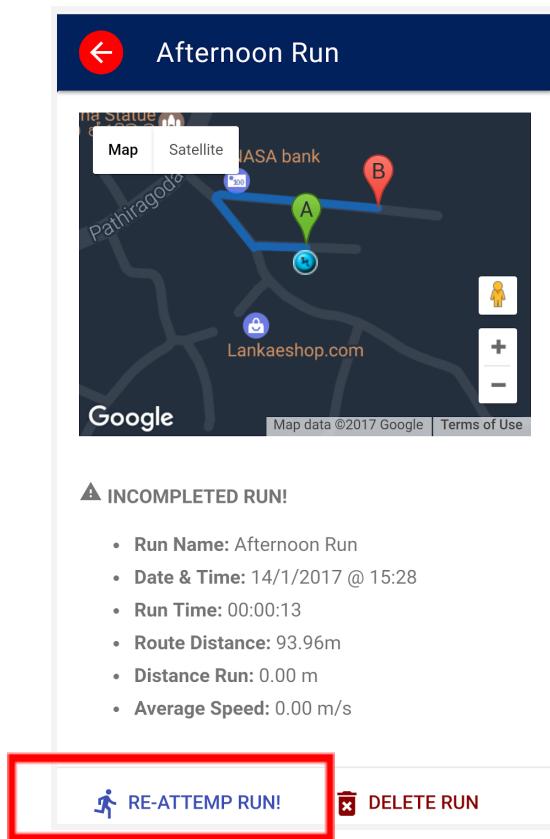
The View Run Page

Figure 4.1.a - The view run interface



- **Run Name:** Afternoon run
- **Date & Time:** 14/1/2017 @ 17:18
- **Run Time:** 00:00:52
- **Route Distance:** 136.2m
- **Distance Run:** 136.7m
- **Average Speed:** 2.62 m/s

- The path you ran will be shown in Green on the interactive Map.
- (Your run is recorded.)
- The generated directions will be shown in Blue.



B. Re-Attempt a Previous Run

Pressing ‘Re-Attempt Run’ will take you to a new page to start your run.

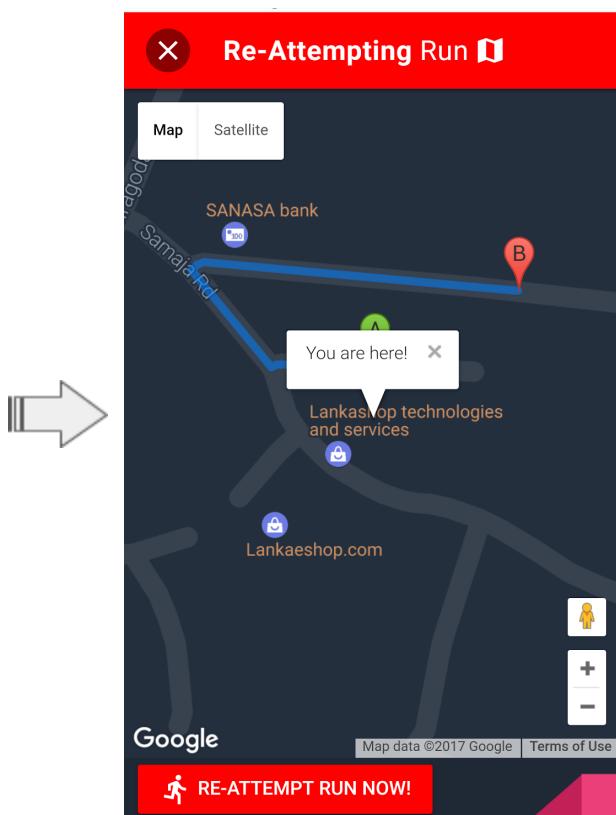
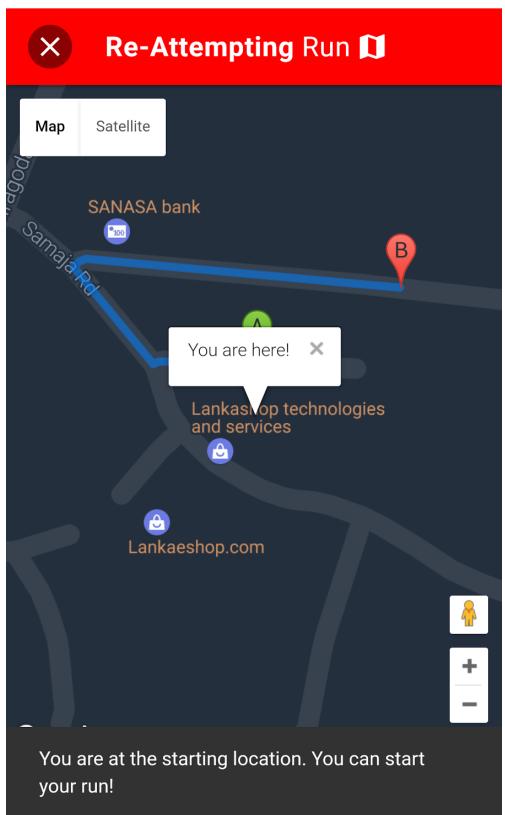
Remember: If you are re-attempting a previous run, you have to be at the same starting location!

The app will continuously check until you are close enough to the initial starting location and when you are, it will inform you and enable ‘Start Run’ Button.

Press the Button to start the run. This run will be treated as a completely new run with just the previous starting and ending locations, **it will not overwrite your initial run when you save it.**

Figure 4.2 (left) - The View Run page.

Figure 4.3 and 4.4 (below) - Re-attempt run interface.



C. Delete a Previous Run

Pressing 'Delete Run' on the view Run page will permanently delete the run.

It will not show up on your homepage anymore and remember you will not be able to regain this data after you delete it.

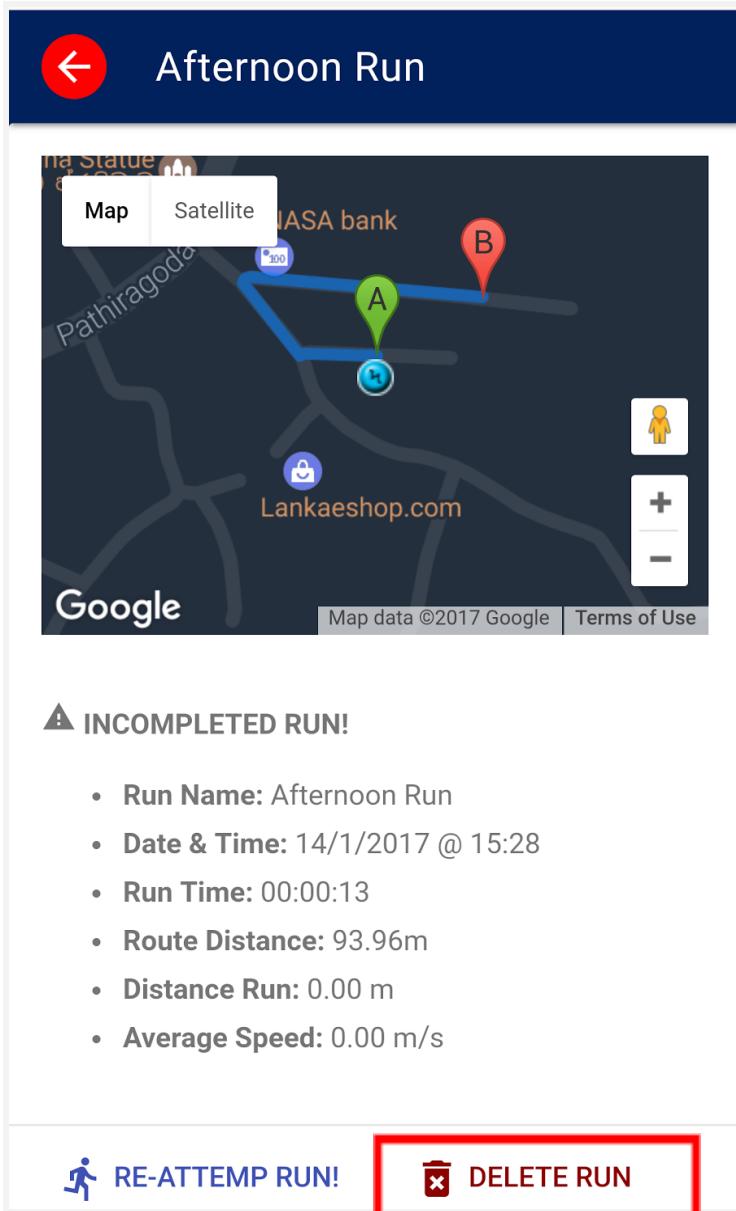


Figure 4.5 (left) - The View Run page.

5. Troubleshooting information

The application has no technical limitations with regard to the required specifications. But you may encounter the following issues due to incorrect device settings and network/GPS strength etc.

TROUBLESHOOTING | FAQ TOPICS

1. Home page

- 1.1. Why can't I add the app to my homescreen?
- 1.2. Why does everything look blocky with missing image links?
- 1.3. Why aren't my previous runs showing up?

2. Starting a New Run

- 2.1. Why isn't the map loading?
- 2.2. Why does it keep saying I don't have enough location accuracy?
- 2.3. Why won't it let me start a run?
- 2.4. Can I select another destination?

3. During a run...

- 3.1. Why is my location not being updated?
- 3.2. Why does it not end my run when I'm already at the shown destination?
- 3.3. If I quit a run halfway will I be able to re-run it later?

4. Saving a run

- 4.1. Why can't I save my run?

5. Viewing a run

- 5.1. Why isn't the map loading?
- 5.2. Why is the run name blank?

6. Re-attempting a run

- 6.1. Why won't it let me start my run?
- 6.2. Why does it keep saying I don't have enough location accuracy?

1. Home page

1.1. Why can't I add the app to my homescreen?

- This feature only works on android devices with the Google Chrome browser.
- If you are on iOS, use Google Chrome instead of Safari. But you won't be able to run the app as a standalone application from the homescreen.
- On android but still not working? Update your firmware and update Google Chrome to the latest versions.

1.2. Why does everything look blocky with missing image links?

- You are using an outdated browser or a browser which doesn't support Google Material design elements. The app is completely designed to match material specifications so you will have to get an updated browser. We recommend the latest version of Google Chrome.

1.3. Why aren't my previous runs showing up?

- 1) If this your first time using the app you won't see any past runs. Start a run and save it for it to show up on the homepage.
- 2) If you did save a run and it doesn't show up, you would've gotten an error saying your browser doesn't support local storage. If this is the case, then switch to the lastest version of Google Chrome.

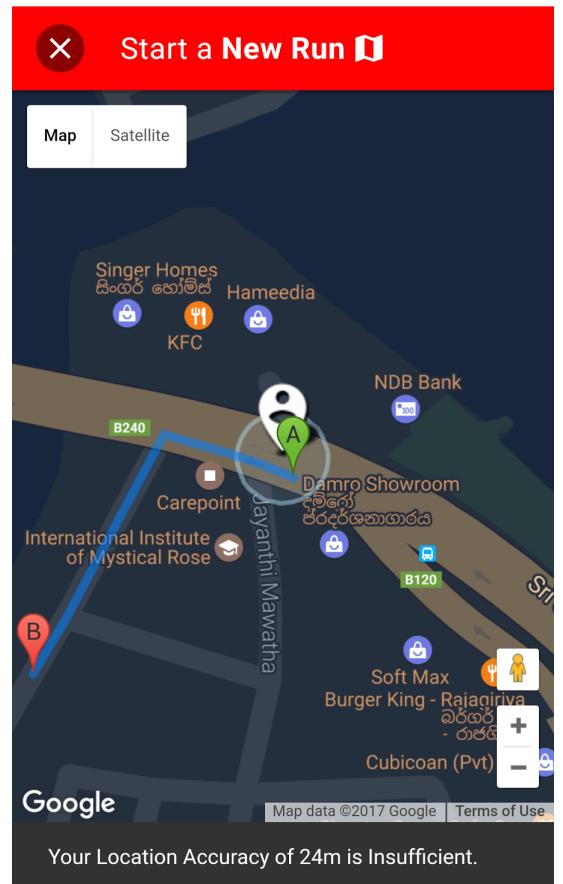
2. Starting a New Run

2.1. Why isn't the map loading?

- 1) Check if you have these settings:
 - Mobile Data > On
 - Location Settings > On
- 2) Check if you actually have mobile data available from your service provider. The application requires a steady internet connection.
- 3) If neither 1 or 2 works, consider updating your browser or switching to Google Chrome.

2.2. Why does it keep saying I don't have enough location accuracy?

- Because you don't have enough location accuracy. You can't start a run unless your location (GPS) accuracy is below **20 meters**. If you just can't seem to get a better signal, **move to a different location or try re-resetting your location settings** and re-loading the page (this has proven to work in some instances). If you still can't get enough location accuracy, we're sorry but the application requires it. Maybe you could try again later and hopefully you will get a better signal. *Remember your device uses mobile data and GPS to get your location.*



2.3. Why won't it let me start a run?

- **If you haven't created a 'New Destination' you can't start a run.** Press create New Destination to get a destination.
- Insufficient accuracy

Figure 5.2.2 -

2.4. Can I select another destination?

- **Yes!** Just keep pressing the 'New Destination' button to generate new random locations until you find one that you like!

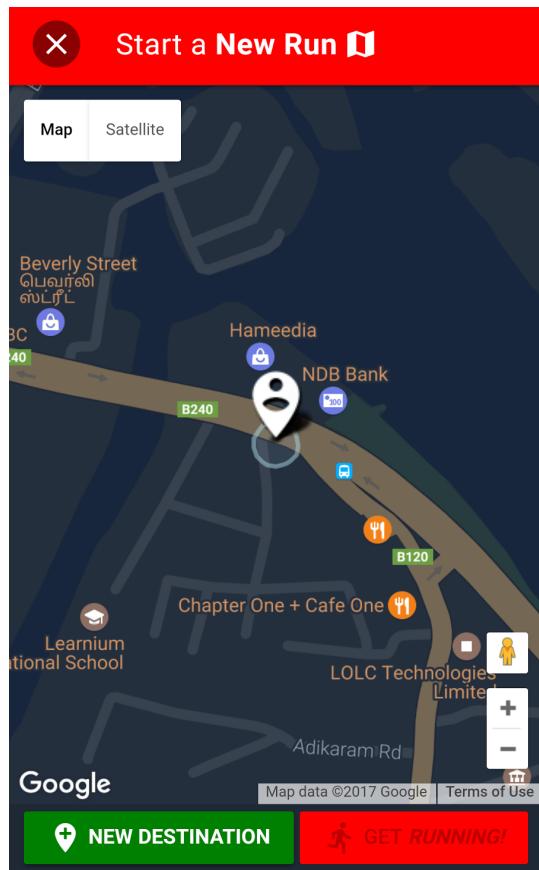


Figure 5.2.3 - Create a destination first to enable the 'Get Running!' button. Keep Pressing it to generate other destinations.

Make sure you pick a proper destination!

(If you pick a destination inside a building or in the middle of a lake, you probably won't be able to complete the run...)

3. During a run...

3.1. Why is my location not being updated?

- **It is being updated every second.** Noticeable lags can be caused by weak mobile network and GPS signals. **If your accuracy circle is getting bigger you will notice more latency.** But your location marker will move once it gets proper signal.
- Do not switch off mobile data or Location settings during a run.

3.2. Why does it not end my run when I'm already at the shown destination?

- This happens due to weak mobile data/ GPS signals. Your run will be considered to have ended when you are **within 10m of the given destination.**
- Make sure you select a proper destination when you create a new destination; You don't want to be running inside buildings or swimming in a lake! (*that is your discretion of course!*) where you might not be able to reach the destination.
- If this happens try moving closer to the destination marker on the map or wait till the location accuracy circle grows smaller on the map.
- **If nothing works, quit the run.** You can save it anyway and try to complete it again later.

3.3. If I quit a run halfway will I be able to re-run it later?

- **Yes!** You'll be prompt with the same save options as when you finish the run. It will just marked as an 'incompleted run' in your saved run list. (Red band)

4. Saving a run

4.1. Why can't I save my run?

- Your browser doesn't support Local Storage. Switch to Google Chrome or update your browser to the latest version.

5. Viewing a run

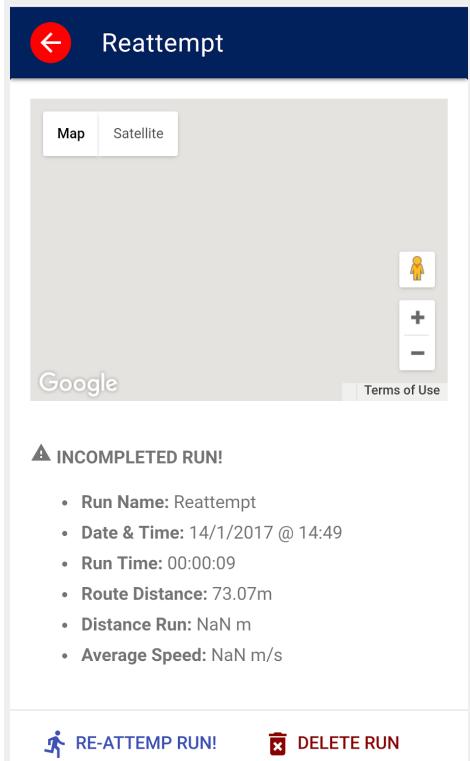
5.1. Why isn't the map loading?

- 1) Check if you have these settings:
 - Mobile Data > On
 - Location Settings > On
- 2) Check if you actually have mobile data available from your service provider. The application requires a steady internet connection.
- 3) If neither 1 or 2 works, consider updating your browser or switching to Google Chrome.

5.2. Why is the run name blank?

- Because you didn't give that run a name. We recommend you name your runs so you can remember which is which. It might be hard to remember a run by the time and date.
- There is no way to rename a run once it has been saved. You can re-attempt the run and save it with a different name and delete the original if it bothers you.

Figure 5.5.1- Map not loading in View Run



6. Re-attempting a run

6.1. Why won't it let me start my run?

- **1) You are not at the starting saved starting position.** Move to the starting position shown on the map. The app will continuously check your location and tell you when you are close enough to start the run and enable the start run button for you. It will also tell you how far you are from the starting point!
- **2) Your location accuracy is insufficient.** Please refer to section [2.2](#) of this FAQ.

6.2. Why does it keep saying I don't have enough location accuracy?

- **Your location accuracy is insufficient.** Please refer to section [2.2](#) of this FAQ.

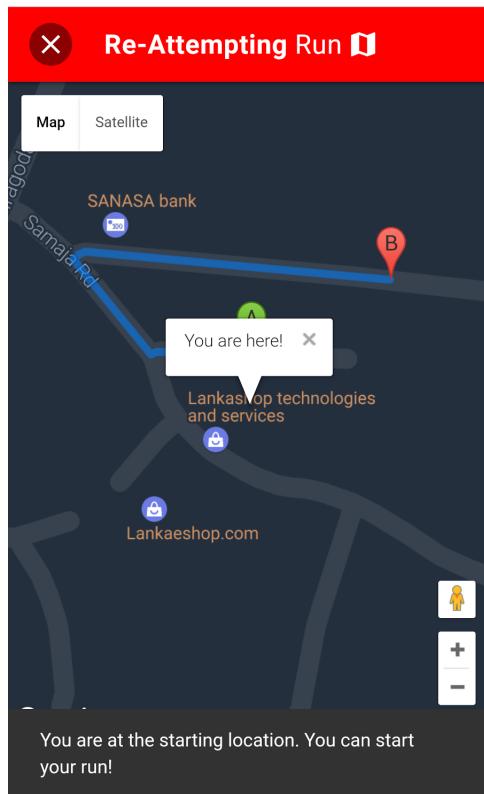


Fig.5.6.1 - The page will tell you when you are the proper starting location and the run button will become enabled!

If you are not at the starting location, the page will tell you to move to the starting point as well the distance you are from the starting point. It will continuously track your location until you get there.

6. About the Developers

MCD4290 Assignment 2 T3 2016

Lecturer: Mr.Rasika Alahakoon

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