Project Painter: User Documentation

The user documentation should include at least the following information:

- **A high-level description.**

  Project painter is a Google Chrome extension designed to enhance the Canvas LMS experience through improving usability, accessibility, and productivity of students and users.

  What does the system do?

- Gamifies the Canvas Calendar: Earn points and badges for completing assignments on time or early!
- Enhanced Course Navigation: Provides quick access to key information like TA office hours, grading policies, and syllabus details on a clean neat sidebar.
- Improved Productivity: Displays upcoming assignments in a sidebar, helping students to keep track of their workload.
- Customized Interface: Allows users a wide variety of custom theme options for better accessibility (Dark mode, Colorblind Mode).

  Why Would a User Want this?

- Saves Time: No More digging around through Canvas to find simple information.
- Increases Engagement: The gamification system makes keeping up with coursework more interactive and engaging.
- Reduces Frustration: Key features like grade prediction, better organization, and a general information sidebar not only reduce frustration but also can bridge the all too often communication gap between students and instructors.
- Supports Inclusivity and Accessibility: Custom themes and interface improvements help all students use Canvas more effectively.

- **How to install the software.** If your system has prerequisites (e.g., tools, libraries, emulators, third-party applications, etc.), your instructions should list all of them and indicate how to install and configure them. Make sure to indicate what specific version requirements these prerequisites must satisfy. If running the system requires the installation of, e.g., a virtual machine, a database, or an emulator, make sure to provide clear step-by-step instructions.
  In order to install the software currently, you must download the source code from

GitHub, unzip it and then add it to your chrome browser. To download it you go to this link: https://github.com/Canvas-Painter/Group17-Project and download it by hitting the big green button then hitting download zip. Then you must unzip it. Finally, adding it to chrome is covered in the running section.

- **How to run the software.**
  - 1) Download the Extension file
  - 2) In the Chrome browser url bar, type "chrome://extensions/", or right click the *puzzle piece* to the right of the search bar and select "Manage Extensions"
  - 3) In the top right of the page, ensure that "Developer mode" is turned on
  - 4) In the top left of the page, select "Load Unpacked" and navigate to where you downloaded the extension
  - 5) Single-click the "Painter Extension" folder to select it, and then click "Select Folder" in the bottom right of the navigation window
  - 6) "Canvas Painter" should be visible in your list of "All Extensions" – ensure that it has also been selected (in the bottom right of the extensions *square* – looks just like the developer mode switch)
  - 7) The extension is now active and can be *pinned* by clicking the *puzzle piece* again, then clicking the *tac* next to "Canvas Painter" in the menu that pops up
  - 8) Relevant information on how to use the extension can be found by clicking the "Canvas Painter" icon when *pinned*, and clicking the "Help" button
- **How to use the software.** Now that you have installed the extension, you may begin to use the software. To start, select the extension from the extension menu in the upper right corner of your Chrome browser, and make sure it is active. From here you can select the extension and a menu should appear. This menu will have all of the features available to you through our easy-to-use GUI and navigation can be done with ease. In order to navigate to one of our many features, simply press the option that is labelled with your preferred feature, such as the "gamified" calendar, the course list, and eventually we will have a grade tweaking option as well. Additionally, there will be a gear icon in the upper right section of the menu; this can be used to select custom features such as dark/light mode, and feature toggling. Additionally, if you'd like; in order to access the gamified calendar, you may also select the calendar from Canvas' default navigation menu, and it should be gamified automatically. The extension menu is simply to provide an overall good user-experience, allow for custom settings, and make navigation much easier!

- **How to report a bug.**

  If there is a bug, it would be most preferred if users navigate to the Project Painter github repository (https://github.com/Canvas-Painter/Group17-Project) and follow the template to submit a report. Additionally, users should be able to send an email to projectpaintersupport@gmail.com The Bug Report Format should include the following:

  1. Summary: A short description of the bug
  2. Screenshots or Video if applicable
  3. Browser and OS
  4. Extension version

- **Known bugs.**
  - We have no reported bugs at this time, but some known bugs with the current version on the main branch are the following (note that some of theses bugs are fixed on other branches):
    - The side menu will always fail to load.
    - The "Dark Mode" feature will sometimes disable when navigating to other pages
    - The default "Options" page in chrome does not redirect to the settings page. The options page should be at "chrome-extension://…/options.html"
    - Gradebook modifications may fail to load on some Canvas pages
    - Gradebook modifications may display "NaN" for all values on some Canvas grade pages.
    - The "Help" button may fail to load