User manual
Apple store

Introduction

Welcome to the Antara Apple Store virtual environment user manual, an experience designed to replicate and enhance your visit to our physical store. This project aims to provide an interactive and visually engaging simulation, allowing users to freely explore the environment, interact with Apple products, and enjoy realistic animations that enrich the shopping experience.

This manual will guide you through all the functionalities and features of the software, ensuring that you can make the most of your virtual tour. From basic navigation to details on how to interact with the different objects and products, you will find all the information you need to operate the environment efficiently and enjoyably.

System requirements

It is a very friendly project with most of the devices, for a better understanding we describe the minimum and recommended requirements, for the execution of the project it is enough with the minimum requirements to be able to experience in a satisfactory way the virtual environment.

Minimum Equipment Specifications
- Operating System: Windows 10, MacOS 10.13 High Sierra or higher versions.

- Processor: Intel Core i3 or equivalent.

- RAM: 4 GB of RAM. It is important to ensure that the system has enough memory to run both the operating system and other background applications in addition to the software.

- Graphics Card: Intel HD 4000 integrated graphics or higher.

- Disk Space: 500 MB of available space. Make sure users have enough space not only to install the software but also for any files that may be created during use.

- Internet connection: It is necessary to obtain the necessary files from the repository, clone it and obtain the executable.

Recommended Equipment Specifications
- Operating System: Windows 10, MacOS 10.15 Catalina or higher versions.

- Processor: Intel Core i5 or higher. A faster processor will improve the overall performance and fluidity of interactions within the virtual environment.
- RAM: 8 GB of RAM or more. More memory will allow for better performance and a smoother experience, especially if the software is graphics intensive or performs many background operations.

- Graphics Card: Dedicated graphics card, such as NVIDIA GTX 660 or higher, or AMD equivalent. A better graphics card will ensure faster and more detailed rendering of graphics and animations.

- Disk Space: 1 GB of free space. More space allows more data to be stored and ensures that disk performance is not compromised.

- Internet connection: It is necessary to obtain the necessary files from the repository, clone it and obtain the executable.

Installation and initial configuration

The first step is to have git installed, in case you don't have it you can get it here: https://git-scm.com/downloads

Video tutorial to install git: https://www.youtube.com/watch?v=WcYTcttEf50

With git already installed, the next step is to download the repository from the following URL: https://github.com/ChrisCedi/317097742_GPO07_PROYECTOFINAL2024-2

Once in the repository, click on the green code button, HTTPS, and copy url.
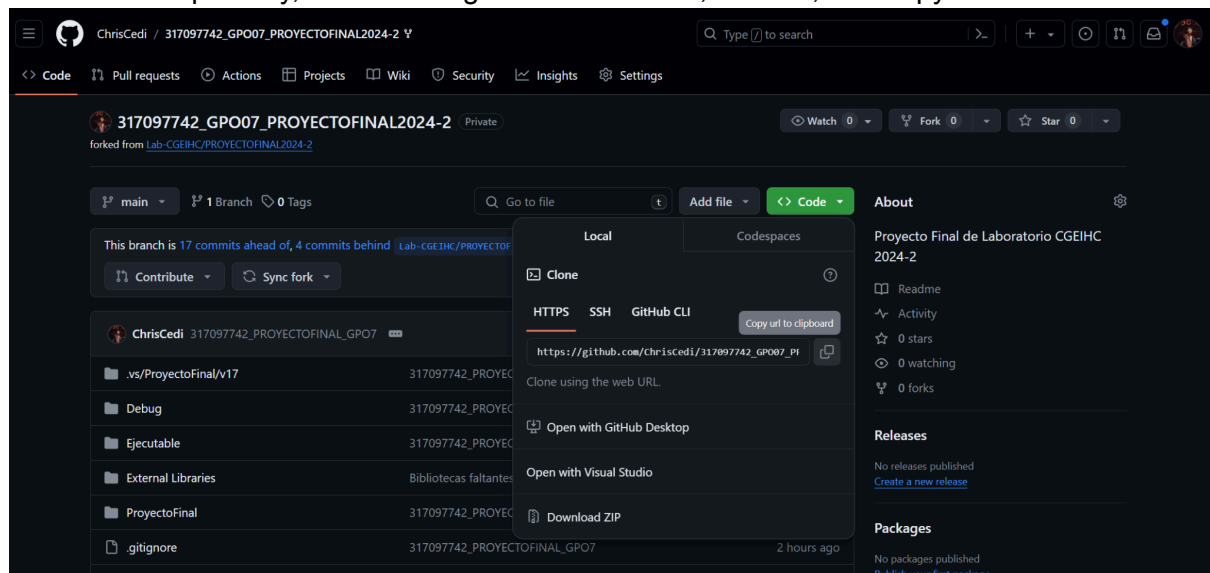
The next step is to open a terminal, go to the directory where you want to host the project. For example on the desktop:

To move between folders is with the command: cd folder_name.

Once in the path, place the following command: git clone url_copied_from_repository

The download of the project will be in progress, we only have to wait until the download is completed.

Once the project has been successfully cloned, open the project folder and you will find the following layout:


The folders contain valuable and sensitive information, it is recommended not to modify them.

We are going to concentrate on the folder named "Executable", inside is located the file that is going to be executed.

The executable file is ProyectoFinal.exe, double click on it to launch the project.

If everything went right, a new window will be displayed with the environment ready to be explored.
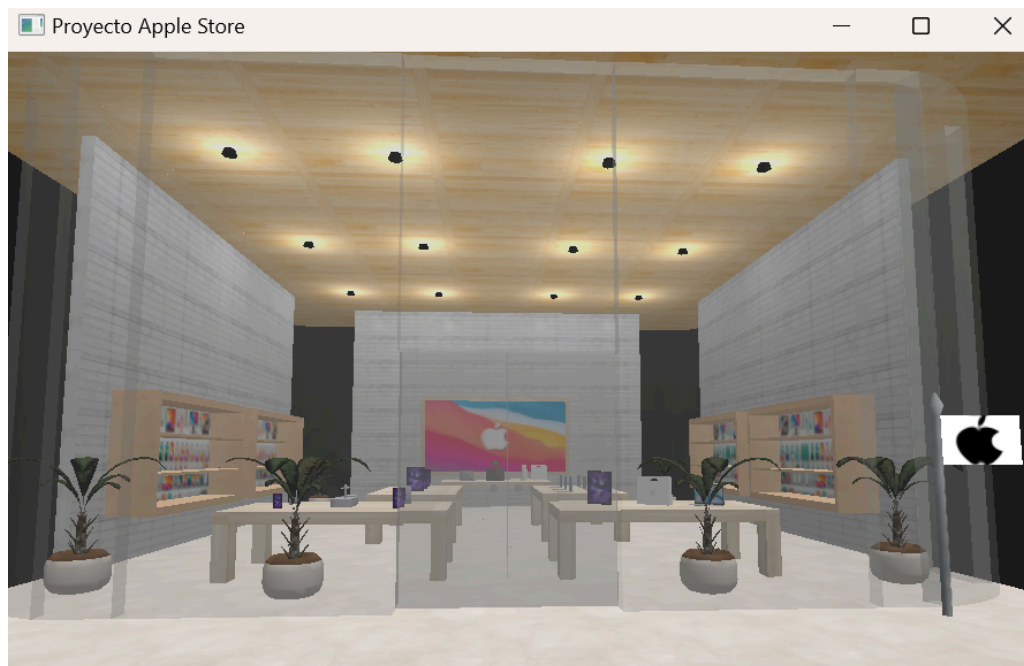
If you have any doubts, please consult the technical support section for immediate support.

Configuration Functionalities

This section describes the animated and interactive elements of our virtual environment, designed to offer you an immersive and realistic experience. This environment not only allows you to visualize products, but also to interact with some elements of the store. Below, we detail the main functionalities that this software offers you, ensuring that you get the most out of your virtual experience.

It is important to mention that the following section "commands and controls" explains how the animations can be played.

- **Environment navigation**

  The main functionality is to have a free movement throughout the environment to be able to freely explore each space of the environment maximizing the experience without limitations.
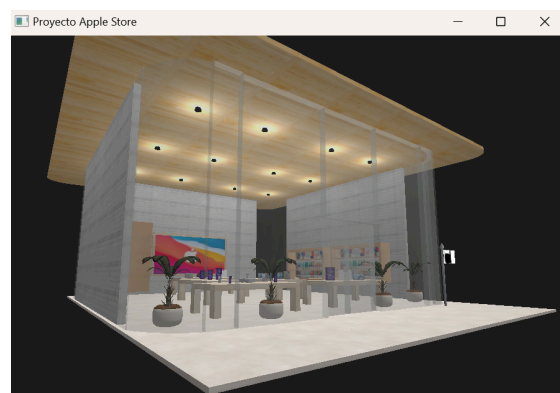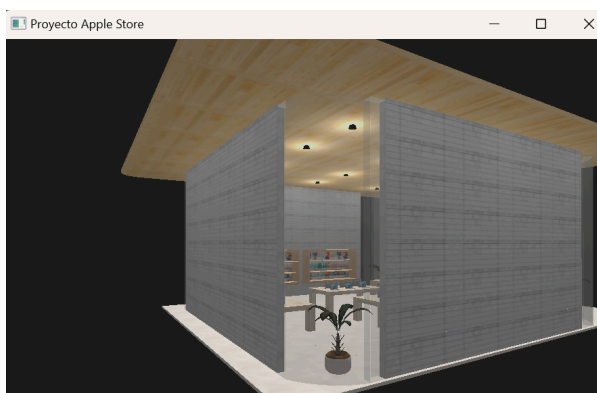
- **Interaction and animations**

  Door animation

  This is the initial animation which is activated by the user, they have a horizontal slider that allows access to the store.

Laptop animation - simple

The laptop with animation is located on the table on the right side, it is the laptop with the largest dimensions, which opens and closes once the user indicates it.

Cash register animation - simple

It is located in the cash register area, with a single key you can open and close the cash drawer.

ipad animation - simple

The ipad is inside the shopping bag and for the user to be able to see it he has to activate the animation.


Flag animation - complex

This animation simulates the waving of a flag, it is automatic and is played as soon as the project is executed and remains active during the whole execution, it is located in the right side entry.

Drone animation - complex

The drone is responsible for checking the status of the products on display, scanning all tables to ensure that everything is in order. The activation of the drone is manual; once active, it will keep circling until it is deactivated. It can stop at any point, but it is recommended to deactivate the drone when it is located above one of the five tables. This version experiences issues with the drone making a ground-level landing.

Once it descends, a red warning light is activated for users to take precautions. It has automatic orientation to follow the programmed route, which is in a counterclockwise direction.
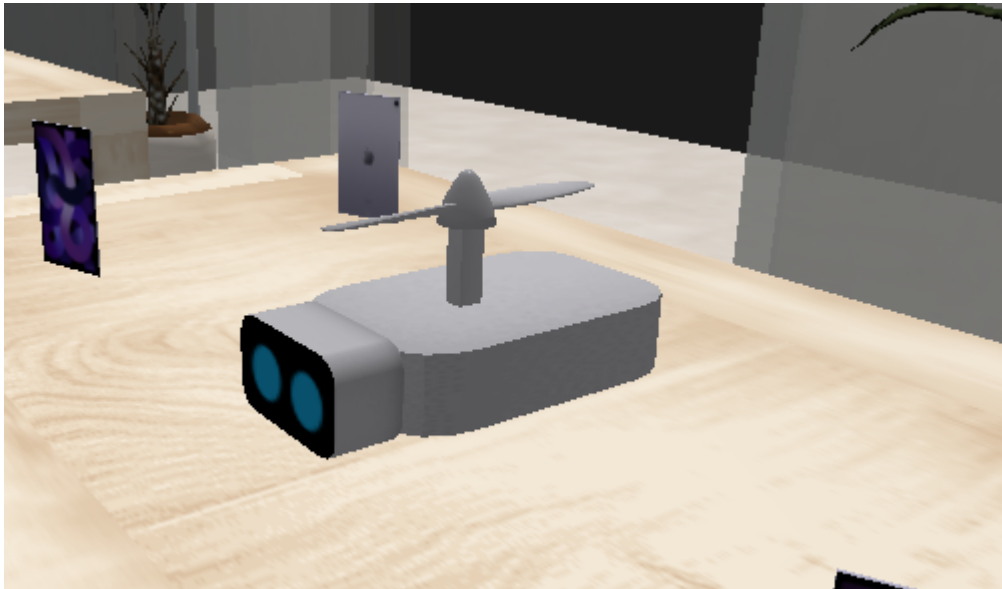
Commands and controls
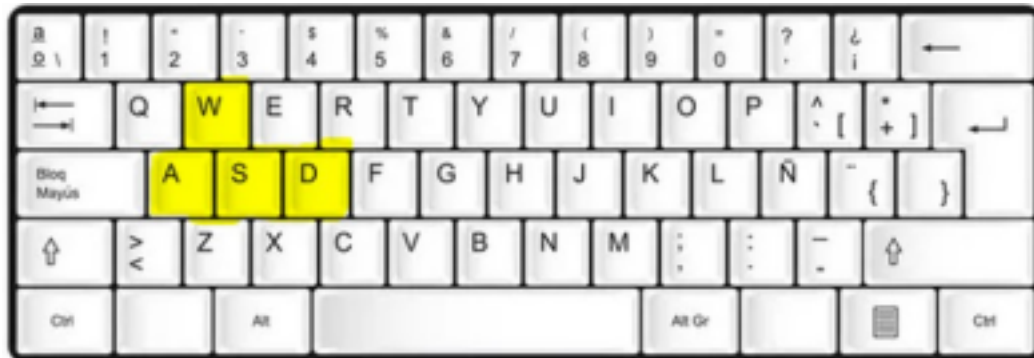
Scrolling in environment and view

With these keys you can scroll through the entire environment in the following
order: ●forward movement: w key

● rear shift: s key

● shift to the left: a key

● scroll to the right: d key

To move the camera it is important to have the cursor inside the virtual environment window, this way the pointer will point to where you want to see, the camera will always follow the cursor.

Interaction with doors

This is the first step to enter the store, to open and close the doors you have to press the
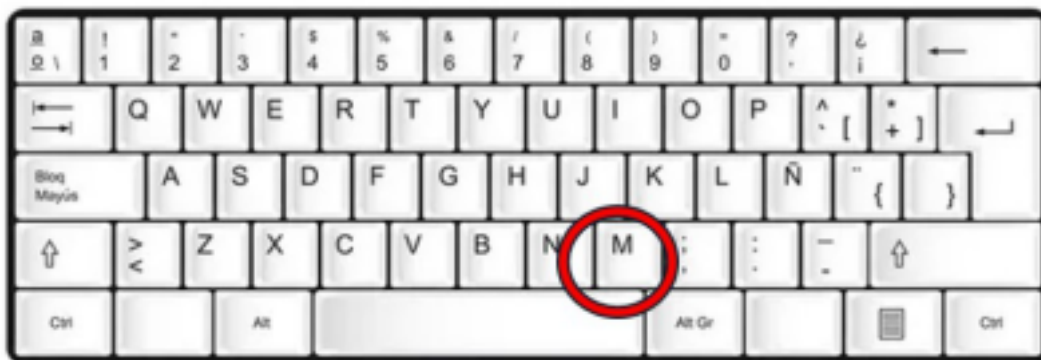**SPACE key**.

Interaction with Ipad

In order to display the ipad it is important to go to the cashing area, the ipad will come out of one of the bags by pressing the **v key.**
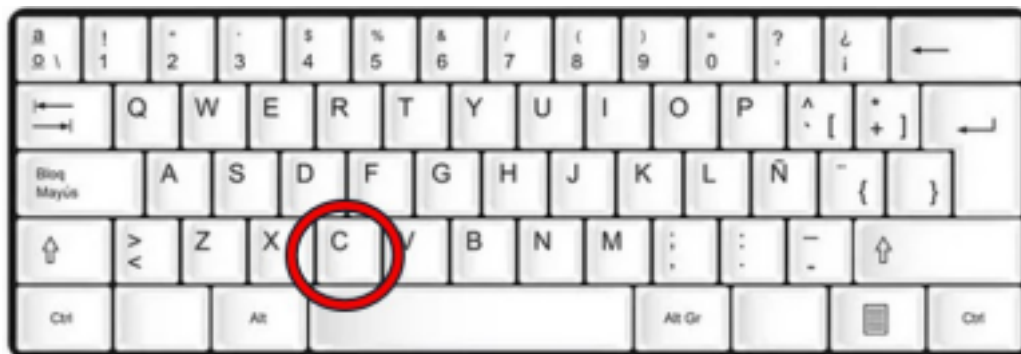
Interaction with MacBook

In order to interact with the macbook it is necessary to press the **M key** on your keyboard.

Interaction with cash register

In order to interact with the cash register it is necessary to press the **c key.**

Drone interaction

By pressing the 'f' key, the drone is activated, and to deactivate it you have to press it again. This interaction can be interrupted at any moment, but it is recommended to stop it over a table so that it remains in a safe area.

Troubleshooting and technical support

The attention is available from Monday to Friday from 9:00 am to 6:00 pm. In case of problems or doubts with the product, please contact us at the following e-mail address:

- auraMarketPlace@soporte.com

For the fastest and most effective response, please have the following information available before contacting technical support:

- Detailed description of the problem.
- Version of the software you are using.
- System configuration of your computer.

We are here to help you ensure an optimal experience with our software.