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WEATHERWATCH

Hello and welcome to the documentation of Project WEATHERWATCH. This document should help you getting started with the project. Before we discuss the project in detail, you have to do some work.

This project needs a valid API key for retrieving weather data. As a provider, we decided to choose weather underground. The next section will show you how to get a API key which is completey free of charge.

After that we will show you how to set up the project.

WEATHER UNDERGROUND API KEY

WeatherWatch makes use of weather underground's weather services. To get the weather data, you need to register at weather unterground and get an API key. Don't worry, it's free (at least if you choose the correct abonnement). Open up your favourite browser and navigate to

https://www.wunderground.com/weather/api/d/pricing.html

Choose „Anvil Plan" and click „Purchase Key". Register with weather underground by creating an account.

You will be redirected tot he previous page. Again, choose „Anvil Plan" and click „Purchase key". Now, fill in the next form which asks you about the API key's usage. Be sure to fill out every field. If you forget to fill a field, you will be prompted with an error. But more worse – the form will be emptied.

Click on „Purchase Key" and you are done! Congrats - you should see a page with your API key.

Your API key is a hexadecimal key in the form of „c3c430c146f4f750". Now open up the project and enter your API key in the correct place.

THE PROJECT

Opening the project you will find the folder *weatherWatch*. This folder contains the project files.
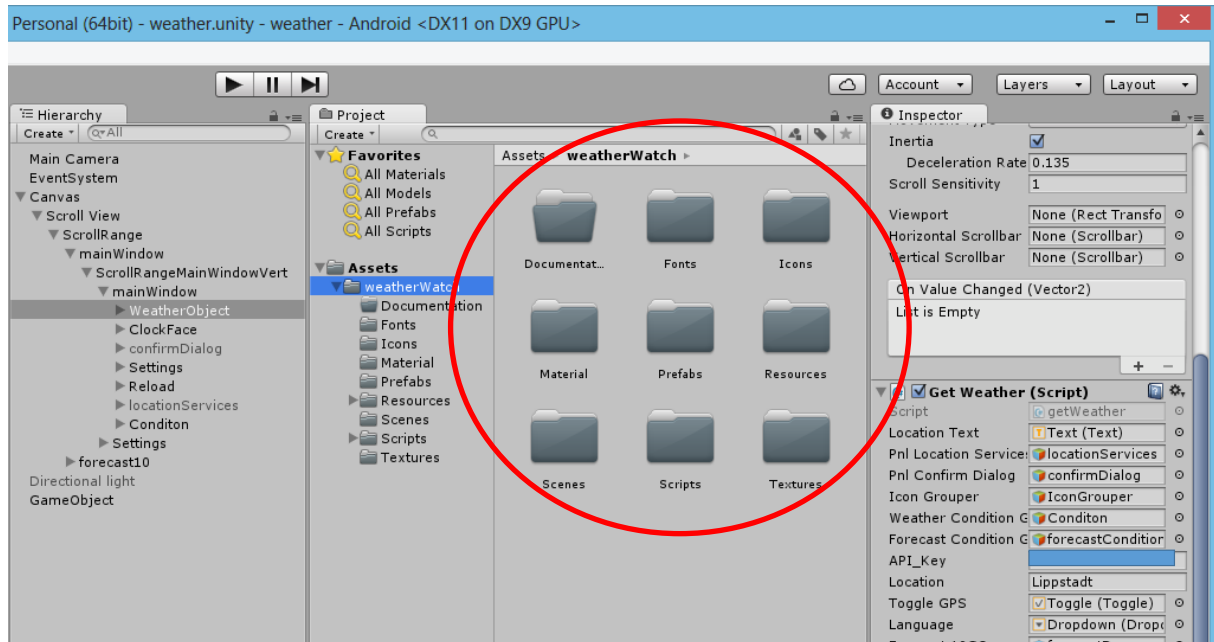
Most important in this structure is the folder *scenes* which contains the game scenes. You will see the scene weather. Double click the *weather scene* to open it.

Weather Scene

The scene consists of GUI elements nested in nested Scroll views. To enter the API key, please open up the canvas and its child objects, until you see the weatherObject object. This is the main object on the start screen which reads the weather.
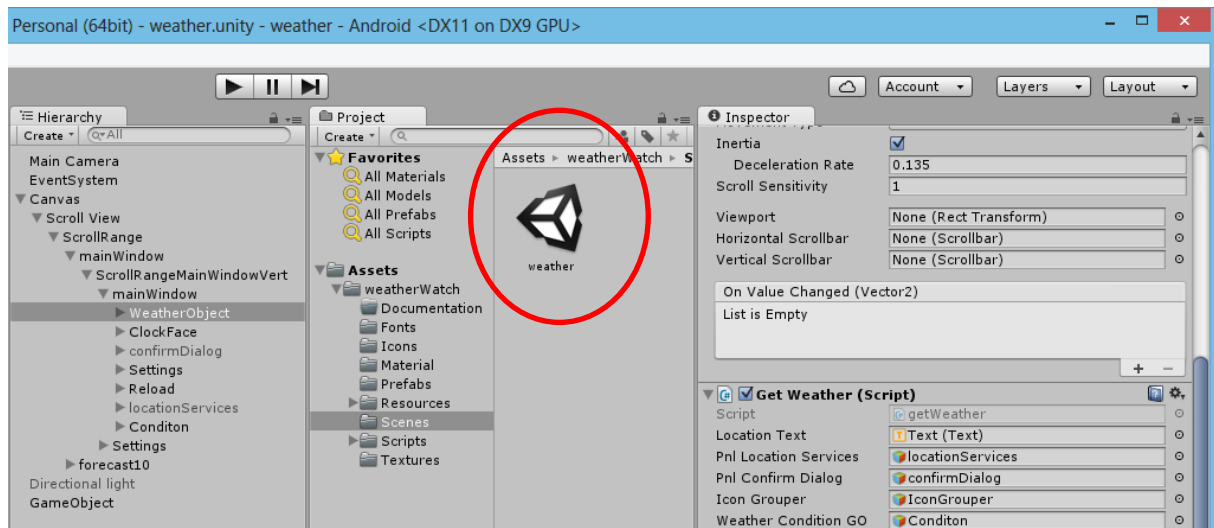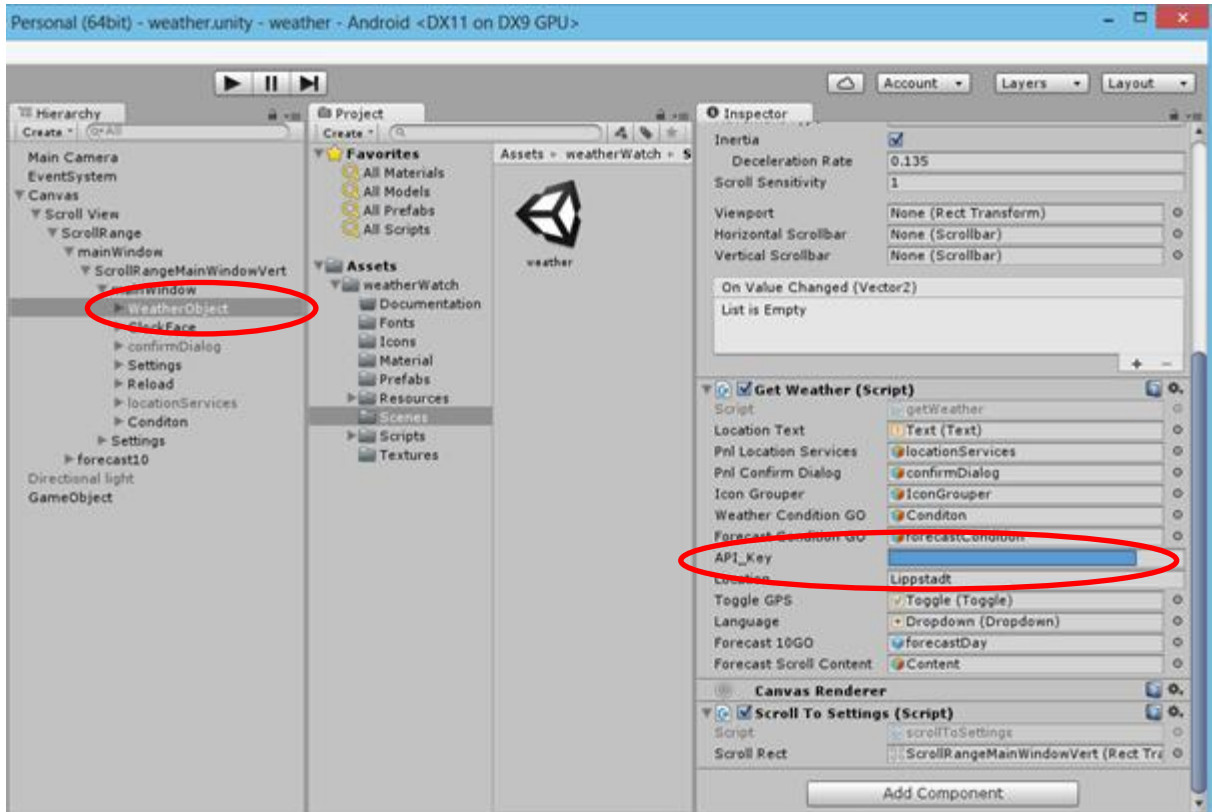

Have a look at the inspector. Attached to the weatherObject is the script getWeather. Here you find the place to enter your weather underground API key:
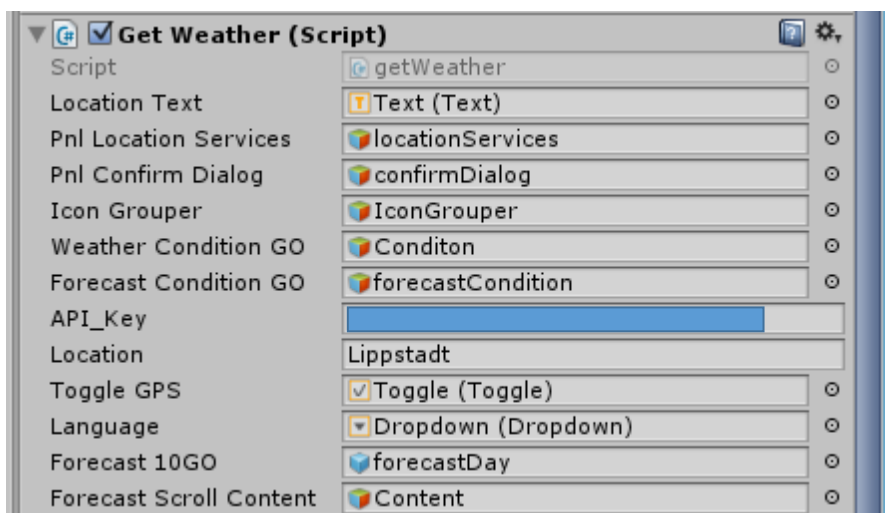
One you have done that, you can compile the project.

Working on mobile

If you work on android mobile devices, build your APK and start the app. If you start up, you might get some first-time error messages as you have to enter a city for weather lookup and your API key. You can enter the API key inside the settings window.
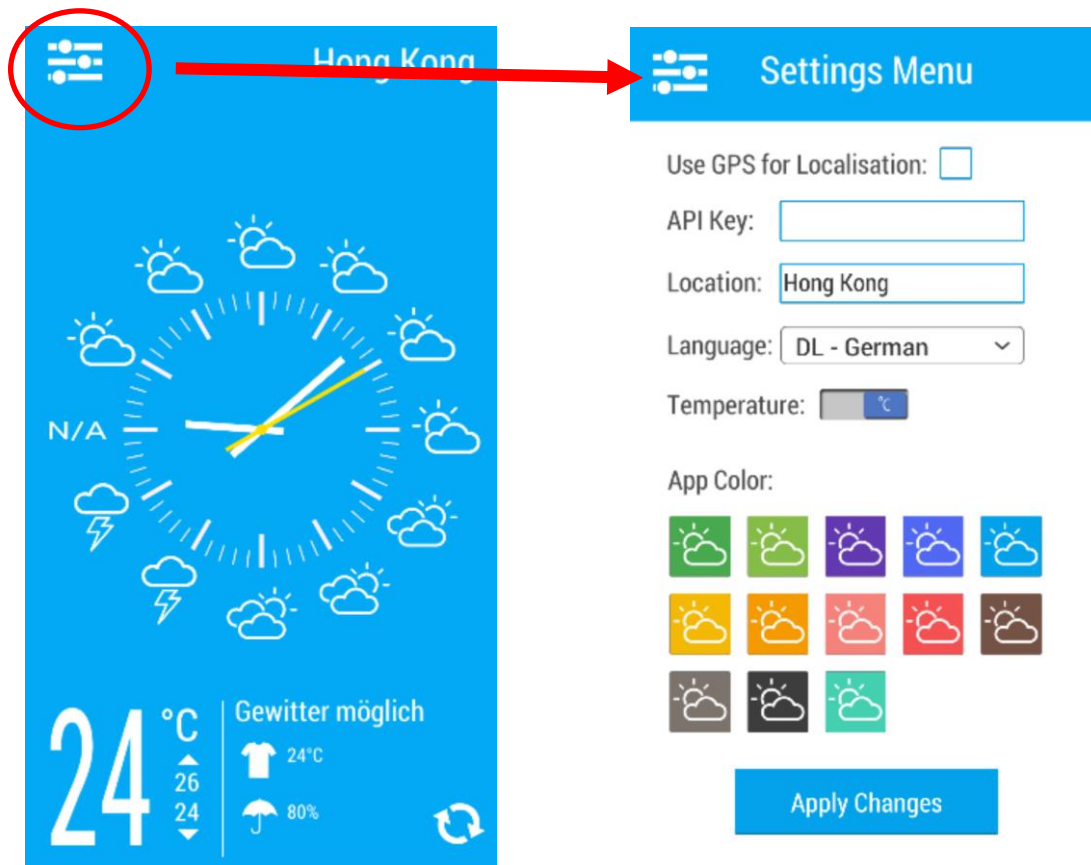
To open up the settings window, click on the settings icon in the top left of the main window or swipe the screen up.

Once you entered the API key and configured the app as you like, press the "Apply Changes" button to take the changes effect.