GARDENER'S DIARY

Gardener's Diary User Manual to help you use the application with ease

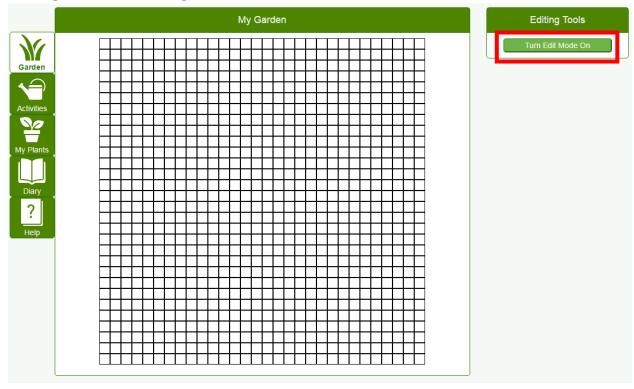
User Manual

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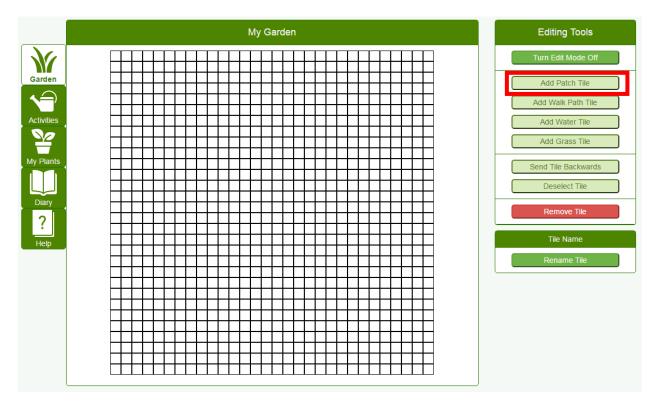
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Guide to using Garden

Getting started with using the Garden Editor



After logging in, you should be presented to the **Garden** page. To begin using the **Garden Editor** press the **Turn Edit Mode On**. This will turn the edit mode **on** and allow you to use the **Editing Tools**.

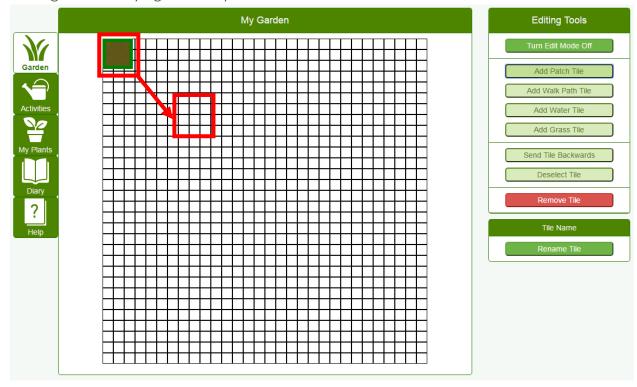


After clicking on the **Turn Edit Mode On,** you should now see a number of available buttons to select from. There are a number of buttons to select from:

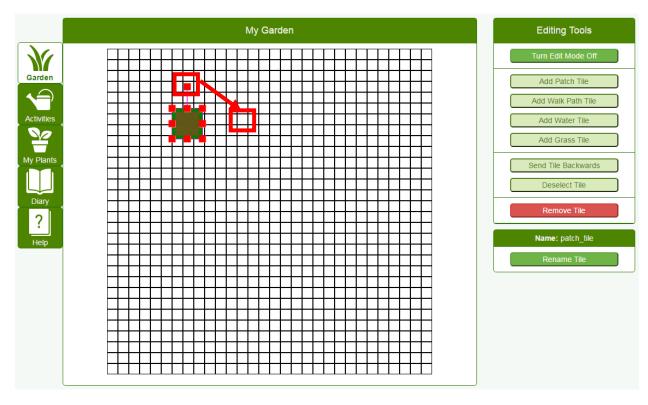
- You can click on **Add Patch Tile** to add a patch to your garden.
- You can click on **Add Walk Path Tile** to add walk path to your garden.
- You can click on **Add Water Tile** to add water to your garden.
- You can click on **Add Grass Tile** to add grass to your garden.
- You can click on Send Tile Backwards to send a tile backwards so other tiles can be shown infront of it
- You can click on Deselect Tile to deselect a tile that you have selected
- You can click on **Remove Tile** to remove the tile you have selected
- You can click on Rename Tile to rename the tile you have selected

First this guide, we'll click on **Add Patch Tile** to add a **Patch** to our garden. This will then show a **patch** on our **garden**.

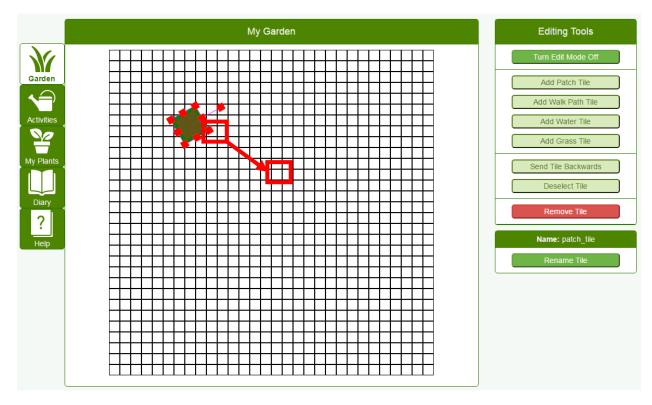
Adding and modifying a tile to your Garden



After clicking on **Add Patch Tile**, a **patch** should be shown. This **patch** can be modified. We'll first move this **patch tile** Select the **patch tile** and move the **patch tile** to a location.



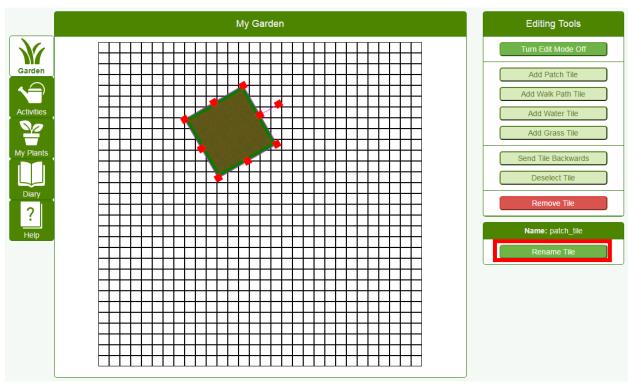
The patch tile can also be rotated. Select the top square on the patch tile and rotate the patch tile.



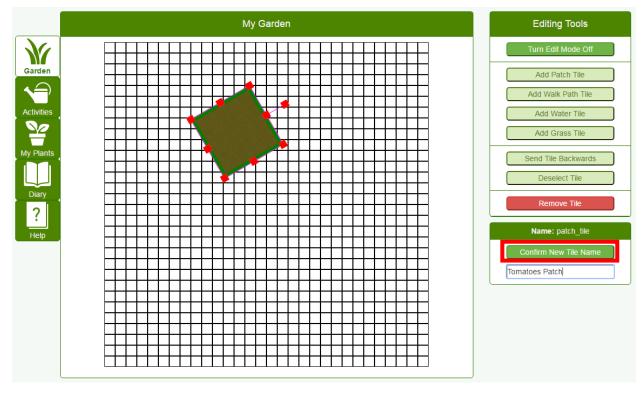
The **patch tile** can also be **scaled**. It can be scaled by:

- its width by selecting the left box or the right box
- its **height** by selecting the **top box** or the **bottom box**
- its **overall size** by selecting the **corner boxes**

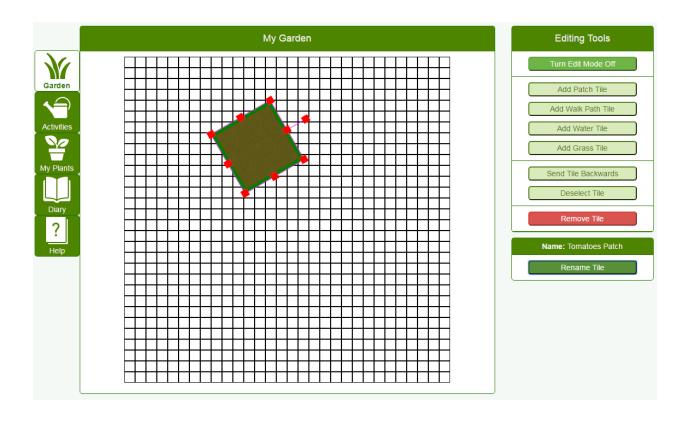
The **patch tile** will be scaled by its **overall size**. Select one of the corners and drag it outwards to **increase the overall size**.

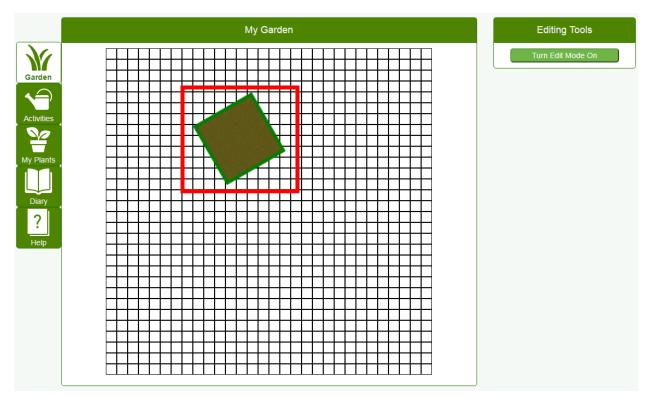


The **patch tile** can be **renamed** by pressing the **Rename Tile** button. Press this button to **rename the tile**. You should then be presented with an **input box**. Type the name of your patch.



Once the **patch tile** has a new name added in the **input box**. Press **Confirm New Tile Name** to confirm this name. The **patch tile** now has a new name.





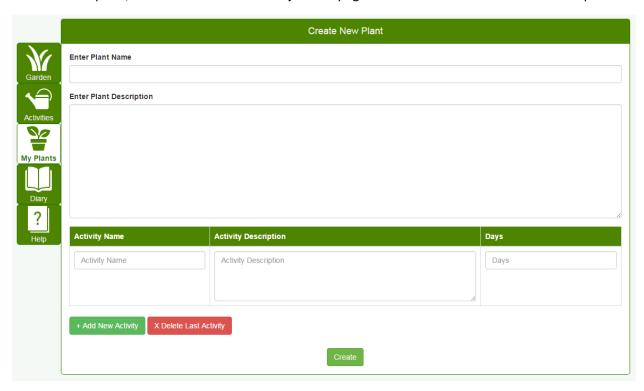
Refresh the page and if you're **not on edit mode**, you can click on the **patch tile** to navigate you to the **activities page**.

Guide to using Plants

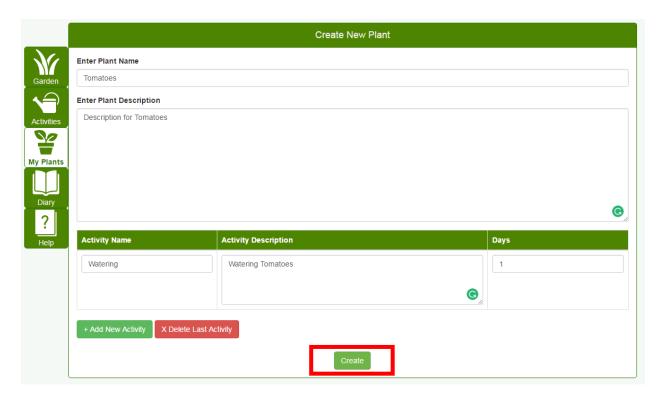
Adding a New Plant



To add a new plant, we'll need to be on the My Plants page. Press Add New Plant to add a new plant.



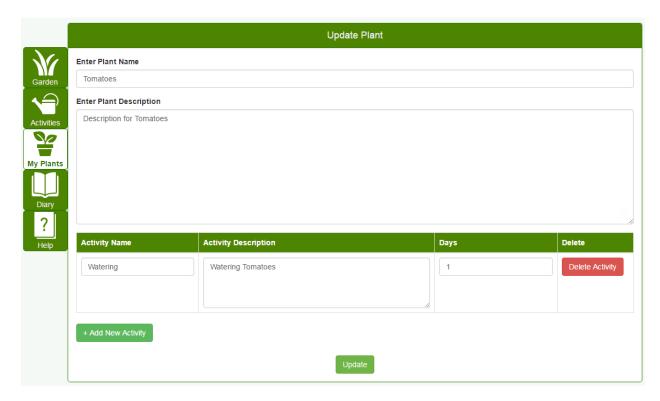
You should now be presented on the **Create New Plant** page. This is where you can fill in the details for your plant and add activities to your plant.



Once all the information has been added for both the plant and its activities. Click on the **Create** button to continue. You are also able to **Add New Activity** by pressing the **Add New Activity**.



You will now be redirect to the **My Plants** page with the new plant you have added. You can press **More Info** to find out more about the plant you have created, delete the plant you have created or press **edit** to edit the plant and activities you have created.



If you press on the **edit button**, you'll be redirected to this page. This is where you can modify the plant and its activities.

Guide to using Activities

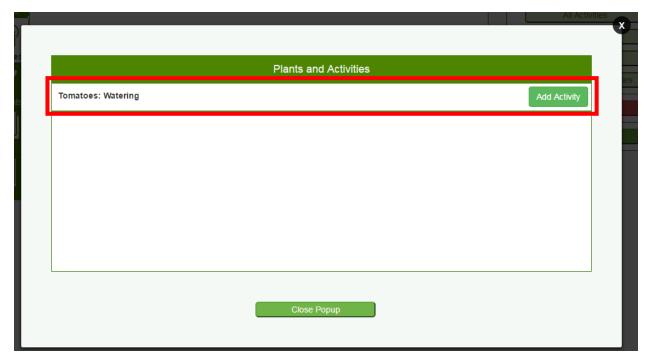
Adding a New Activity to a Patch



To add a new activity to a patch, we'll have to make sure that we already have a patch in our garden. We'll also have to ensure that we've created a plant with activities. First press the **Your Patches** button. This will display all the **patches that exist in our garden**.



After pressing **Your Patches**. We now have all the **patches that exist in our garden**. Press the **Add New Activity** for the patch we want to add a new activity to.



We'll now be presented with a pop-up. This pop-up will contain all the plants and their activities. We'll want to press **Add Activity** to the **activity we want to add to our patch**.

Starting an Inactive Activity



Once the activity has been added to our patch. It becomes an **Inactive Activity.** To make this activity active. Press the **Inactive Activities** button to view all the **inactive activities** we have in our garden.



Here in we are presented all the **inactive activities** for our garden. To start these activities, press the **Start** button. You can also press the **x** button to delete the activity.



After pressing **start**, the page should refresh and the activity should have started. Click on **upcoming activities** to view the new activity we have just started.



Here we are presented the activity we have just started. This activity has several options, **completed**, **reset**, **stop** and **x**.

- Completed should be pressed if the activity has been completed. This **will be stored** onto the database and become an **inactive activity.**
- Reset should be pressed if the activity deadline needs to be reset. This will reset the activity and create a new deadline date for it.
- Stop should be pressed if the activity needs to be stopped. This will not be stored onto the database and will become an inactive activity.
- X should be pressed if the activity needs to be **removed**. This will remove the activity from all your activities. You'd have to repeat the whole process of adding an activity to add this activity back in.

Guide to using Diary

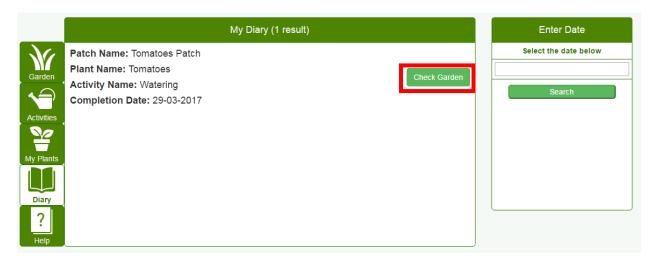
Selecting a date to check for Past Activities



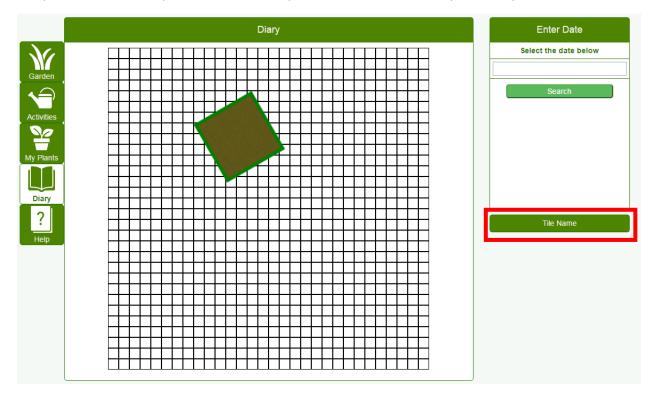
The diary can be used to find out where and when an activity in a patch has been completed. First click on the **input box** and select the date of when you completed an activity.



Select the date of when you completed your activity.



Once you have selected the date, you should be presented with the results of all the activities that were completed on that day. Press the Check Garden to check the garden of when the activity was completed. This is to help find out where the patch was when this activity was completed.



After pressing **Check Garden**. The garden of when this activity was completed is shown. You can select all the tiles to find out their names.