

Skük



User Manual

Getting started

User requirements

- Apple Mac/MacBook Device
 - Xcode 9.3 or Higher
- iPhone 5s or Higher

How to open Skük

Open the folder titled Skük and then open the folder called Skük. This second folder contains all the Xcode files needed to run the app itself. To open Xcode double click the file titled “Skük.xcworkspace”. (Figure 1)

Xcode will open and you can now run the app. To run the simulator, select a simulator, preferable iPhone XS and click play (Figure 2) and the simulator will load, and the app will open. If you want to run it on your iPhone connect it to your device and select device in simulator manager (shown in Figure 2)

Figure 1

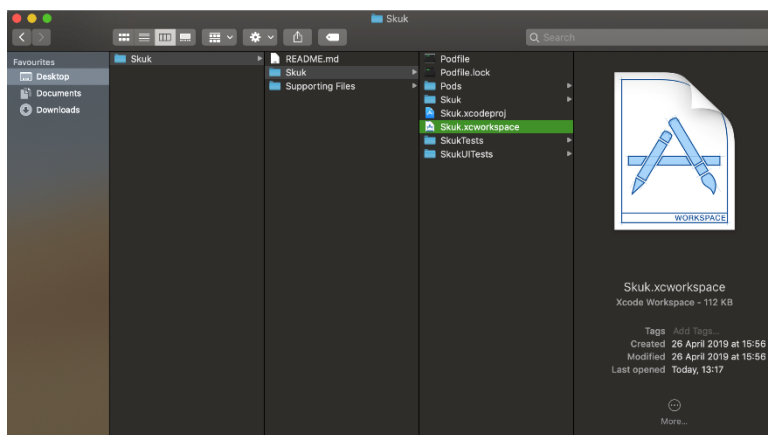
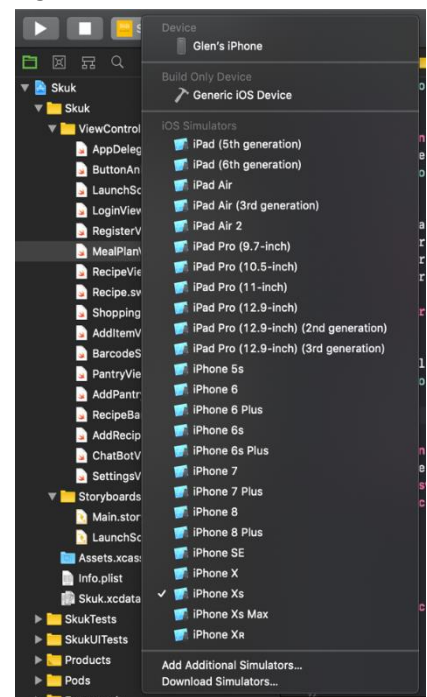


Figure 2



When running for the first time on your iPhone the message shown in Figure 3 might show. Follow the path in that message on your iPhone to show the screen shown in Figure 4. Click the Trust button and you will be able run the app on your phone.

Figure 3

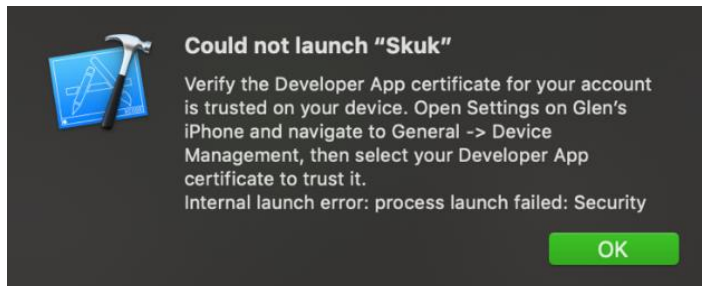
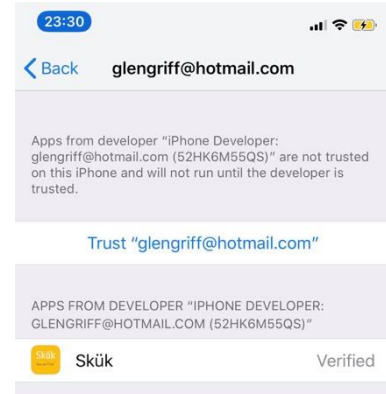


Figure 4



Login/ Register

The app loads automatically to the login screen (Figure 5) but assumingly you will not already be a user so click the register button on the lower half of the screen, to take you to the register screen (Figure 6). To register you need to enter the following:

- Name
- Username
- Password
- Email address

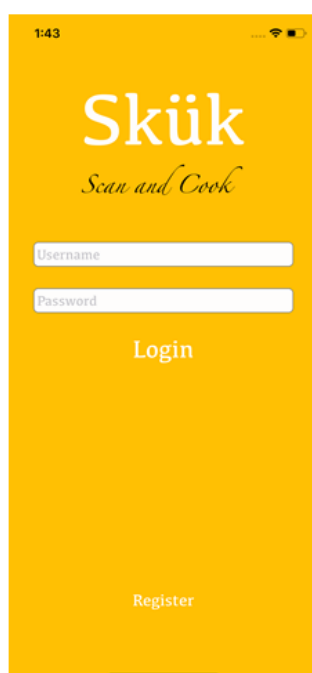


Figure 5

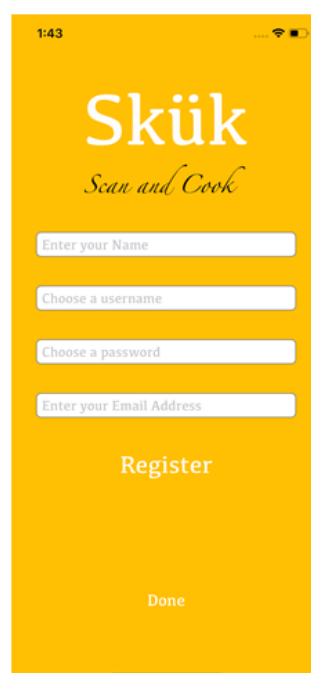


Figure 6

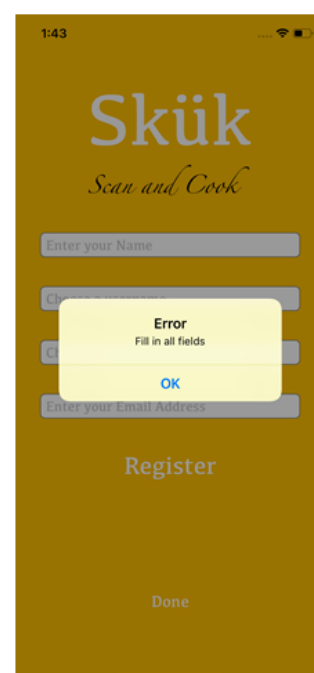


Figure 7

If any of these fields are empty, then an alert message appears telling you this (Figure 7). With the username this must be at least 6 characters long. For the password this needs 8 characters including a capital letter and a number. For the email address this needs to be a valid address e.g. “JoeBloggs@gmail.com” is valid whilst “JoeBloggs@gmail” is not. All users are stored in a database and during registration the app will also check against the username/email fields to see if they already exist in the database and if they do then the user will not be able to use these during the registration process. If the registration fields are all fine with the validation checks then an alert message pops up saying, “User Created” (Figures 8 & 9). Now click done and this takes you back to the login screen, where you can use the username and password you just created in the registration process to login, click the Login button and if valid the app will take you through to the next screen, shown in Figure 10.



Figure 8

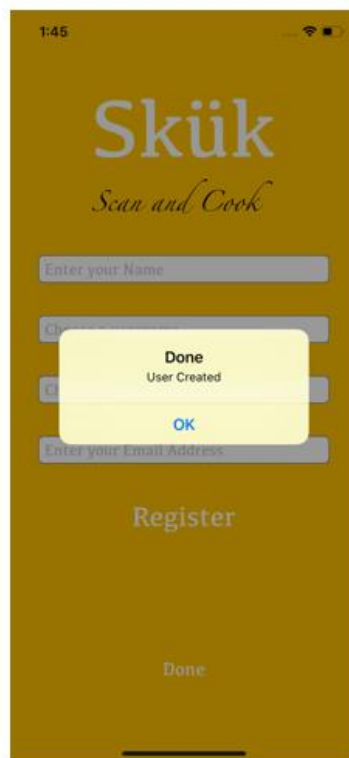


Figure 9

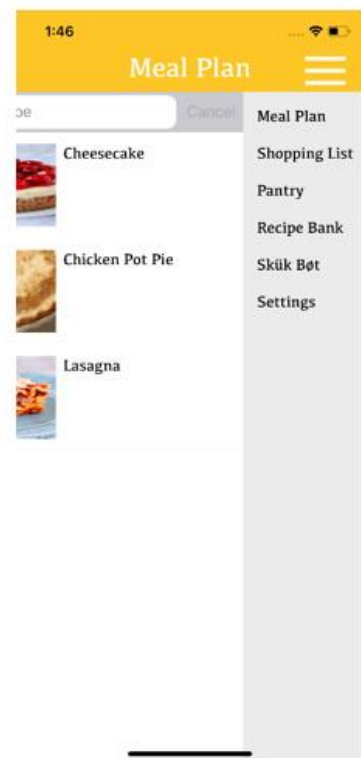


Figure 10

Navigating the app

Hamburger menu

To navigate through the app, click on the “Hamburger” icon in the top right of the screen (Figure 10). The navigation menu slides out when you click this button and to close the menu click the button and it will slide in from where it came. Due to the nature of iPhone screens getting larger but human fingers remaining the same size it is becoming harder to reach the hamburger icon, especially if you’re using your phone with one hand. The iPhone does provide a method to slide the screen down but not everyone has the switched on in their settings so instead you can just swipe left to open the menu and swipe right to close it.

Within the menu are buttons to take you to different screens. Click on one of the buttons and it will take you to the page selected, if you are already on the screen then the app will do nothing apart from a bounce animation on the button.

Meal plan

The meal plan shows the screen in Figure 11. Click on one of the “Meals” to show the “Recipe” (Figure 12). There is a back button to take you back to the meal plan, or you can navigate through the hamburger menu.

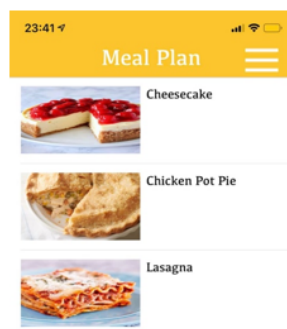


Figure 11

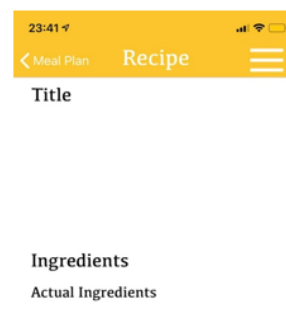


Figure 12

Pantry

This screen will be presented as blank, as it is a list that you must fill in yourself (Figure 16). Click the add button and there is a view in the middle of the screen and in there is a text field, enter what you want to add to your shopping list and click the “Add Item” button (Figure 17). This closes your screen and the item will be added to your list. To remove an item from your shopping list, just swipe left on the item to reveal the Delete button, click this to remove it from your shopping list. (Figure 18).

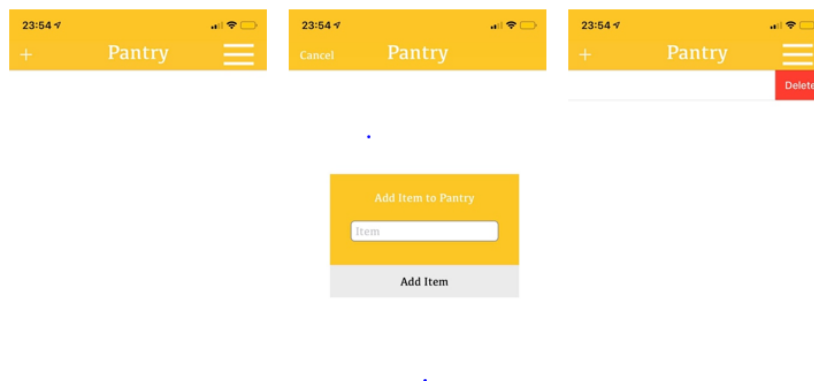


Figure 16

Figure 17

Figure 18

Recipe bank

The Recipe Bank shows the screen in Figure 18. Click on one of the “Meals” to show the “Recipe” (Figure 19). There is a back button to take you back to the meal plan, or you can navigate through the hamburger menu.

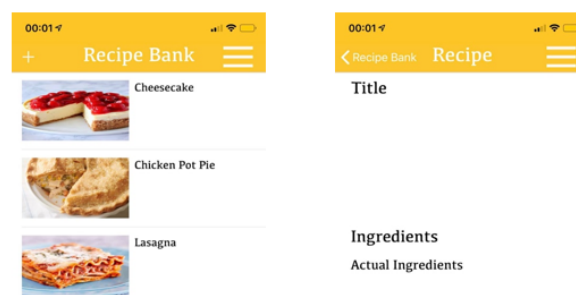


Figure 18

Figure 19

Skük Bot

This screen presents you with a label, a text field and a button (Figure 20). You can enter certain questions like “Hello” or “Do I have eggs” in the text field and click the send message button (Figure 21) and the label will change text to a response from the chat bot. (Figure 22)



Figure 20



Figure 21



Figure 22



Settings

This screen is blank as none of the settings can currently be changed by the user, but this will change in future versions of Skük. (Figure 23)

