

# User's Manual

---

## Contents

This submission contains four subfolders and one readme file. Much of the following information in this paragraph is always written in this readme file. The four subfolders are src, man, cpt, and doc. Respectively, they correspond to source code, manuals, concepts, and documentation.

The first contains the entire source code for the project. We will not go over every single file included in this folder; there are too many to mention. Still, know that all relevant program files can be found there and nowhere else.

The second contains manuals for users. This is where the document you are currently reading is stored, alongside the previously mentioned installations instructions. No other manuals exist at this time.

The third is another small folder. It contains files relating to our designing and conceptual stages. Currently, there is only a single file, MapPage.png. In the future, as development continues and the project grows, expect more documents to find their way there.

The fourth and last folder is our documentation folder. This contains the various artifacts that were required to produce as part of the Capstone course. Documentation includes our group's contract, the original project plan, the project's technical documentation, and our final report.

## Using the Beacon App

For this submission, we have included a prototype Android application with much of what we consider to be the core functionality present. To begin using this app, you'll first need to download the application. For installation instructions, please see the included installation instructions PDF document. This document concerns itself with the project's content and uses and, as such, contains no information on installation. You'll first need to follow the instructions in that other document before you can do any action that is outlined here. Once you have followed these instructions, please continue here to the next paragraph.

The current version of Beacon includes the ability to create, view, and mark beacons. To create beacons, the app will require you to grant it location access. We highly recommend you do so before progressing any further. After you accept this access request, you'll be able to start using Beacon.

## Creating a New Beacon

Your first view will be a map of your local area. You may or may not see any beacons around you; they'll appear as red pins. Regardless, you may now create a beacon of your very own. Any new beacon you create will be placed at your current GPS location.

To begin, simply tap the compass icon in the top right corner of your screen. You'll be brought to a new window, the beacon creation page. Here you can give your beacon a name and description. You'll also see a timestamp of your beacon's creation. Additionally, towards the bottom, you'll notice a checkbox for if you have visited this beacon before. This is left unchecked by default. After you've entered all the information you'd like, you can tap the enter button at your screen's bottom right corner to create and place your beacon. Congratulations! You've now created a new beacon for yourselves and others to view. It'll appear on your local map with it's name above.

## Viewing Other Beacons

You may have already seen red pins lining your in-app local map. These are the various beacons that have already been created. If you can see any of these pins, you can also view them. To do so, simply tap on the pin. You'll be shown an information screen for the beacon with its name, a description, and a timestamp of its creation. You'll also notice a checkbox towards the bottom for marking if you have already visited this beacon. To exit this screen, simply tap the back button on the top left corner.