

# Track APP User Manual

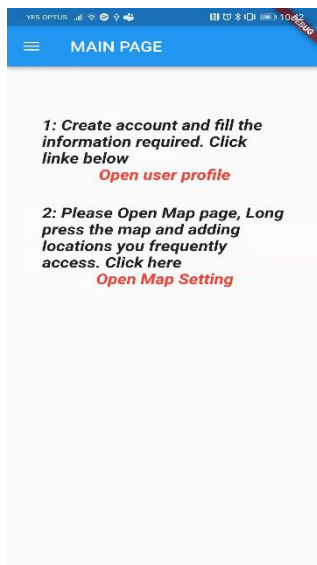
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## 1 Get Started

Download APK from GitHub link for you Android Device. Click APK file and start installing the application. URL:

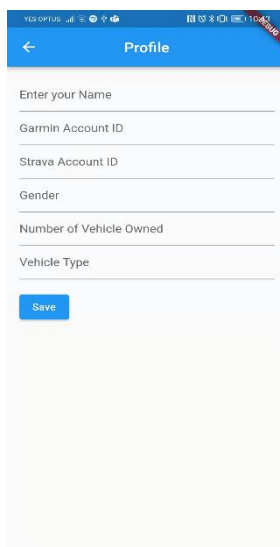
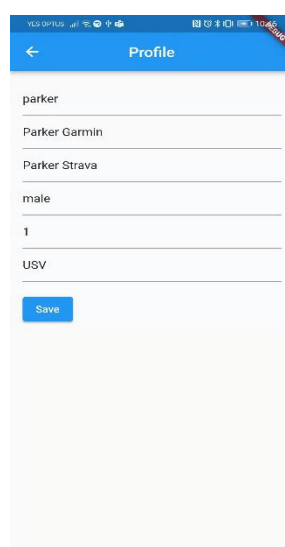
### 1.1 User guide

When user firstly launch the Mobile App. The user guide page will display to guide user finish the initial setting before running the App. Click red colour link to start the setting.



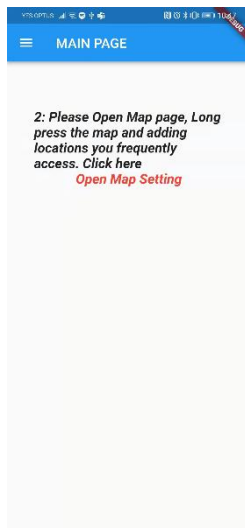
### 1.2 Edit user information

In the edit user information page, please fill out the form. You will be asked for your Garmin ID, vehicle type such as car, bicycle, scooter, and number of vehicles.

A screenshot of the Track APP's 'Profile' page. The page has a blue header with a back arrow icon and the text 'Profile'. Below the header, there are several input fields: 'Enter your Name', 'Garmin Account ID', 'Strava Account ID', 'Gender', 'Number of Vehicle Owned', and 'Vehicle Type'. At the bottom left, there is a blue 'Save' button. The background is a light gray with a subtle pattern.A screenshot of the Track APP's 'Profile' page, showing the form filled with example data. The page has a blue header with a back arrow icon and the text 'Profile'. Below the header, the input fields contain the following text: 'parker', 'Parker Garmin', 'Parker Strava', 'male', '1', and 'USV'. At the bottom left, there is a blue 'Save' button. The background is a light gray with a subtle pattern.

## 1.3 Save user profile

When you complete the user information form and press the button “save”, all your information will be store in a csv file and this file will be uploaded to firebase storage for researchers to use. Once click “save” button, user will go back to home page.



## 2 Visited location

### 2.1 Adding several visited locations

Once the user finish filling the user profile. Users will be required to add several visited locations. Once user click the link, the App will display a google map.



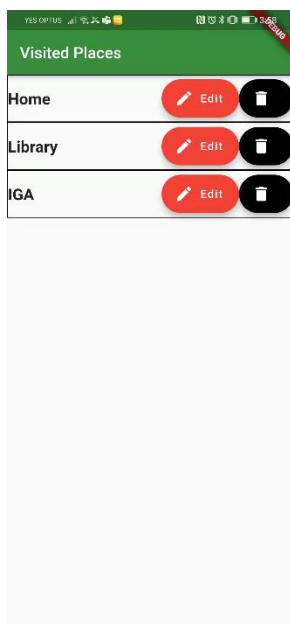
### 2.2 Long press the screen to add visited place.

User can long press a certain location of the Google map to start adding visited location process. Basic validation check is implemented to ensure the adding location cannot be empty. Once click “add marker” button, the location will be added and shows on the map page.



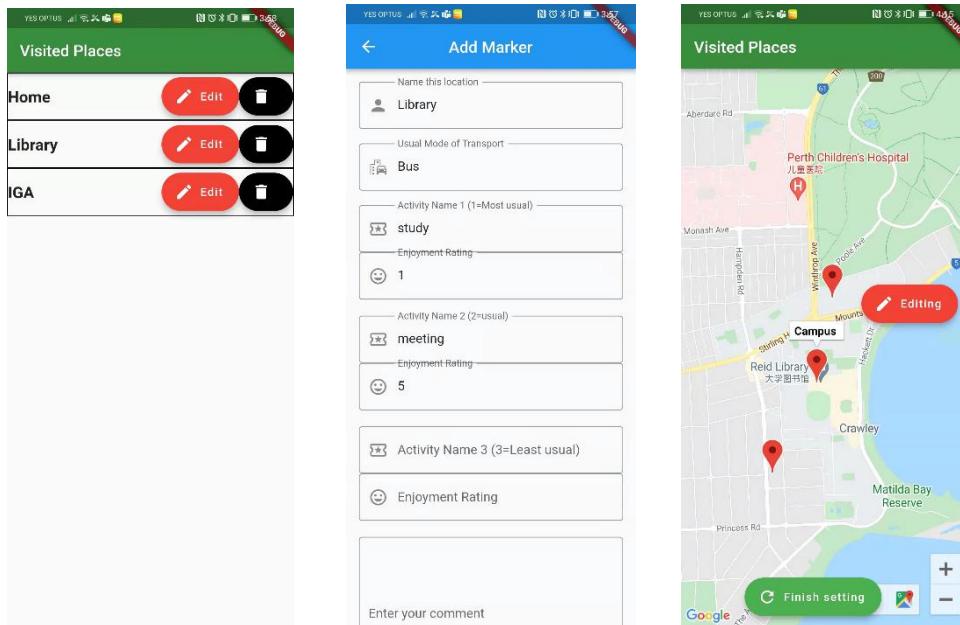
## 2.3 Editing Visited locations

User can press 'Edit' button on the right-side screen to view the list of visited locations.



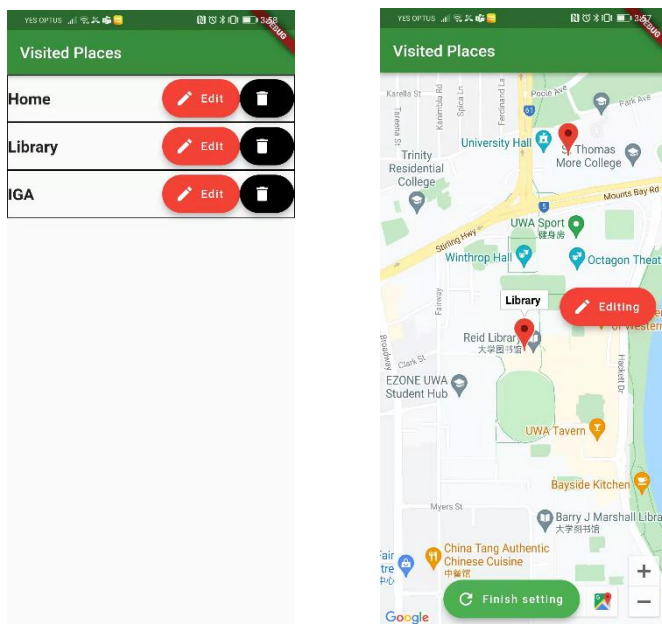
## 2.4 Edit existing location

User can click Edit button to edit the existing location. By submitting the changes, the location with new attribute will be updated. E.g. if user select Library location. It will display a new form view for user to edit location information. Change the location name to "campus".



## 2.5 Delete existing location

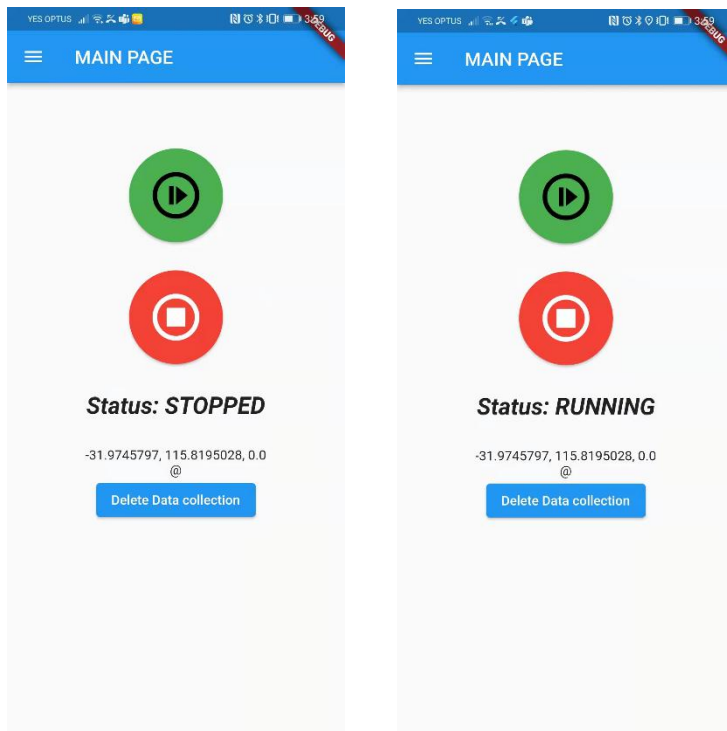
User can click remove button to delete a location. Once click, the location file will remove the location row, and update the location file in the cloud server.



## 3 How to share data to researchers

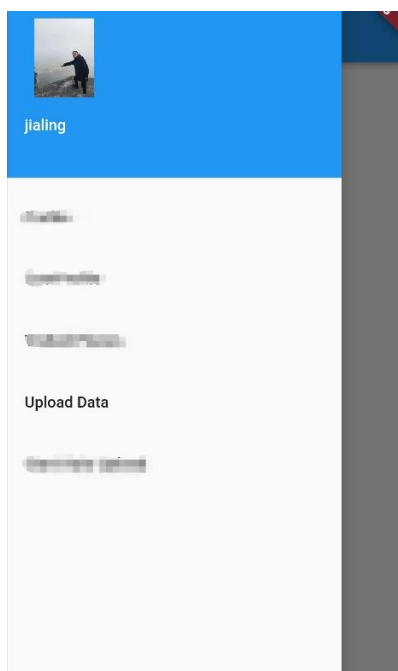
### 3.1 Automatically sharing your data and uploading data file

In the main page, when you press the green button to collect your location data, the application will be running in the background. Your location data will be written into a file every hour at 0 minute. This file will be automatically uploaded to firebase storage every day at 10 am. After this file is successfully uploaded, it will be deleted in your phone memory, then a new file will be generated to store the data. You can click “red” button to stop the tracking.



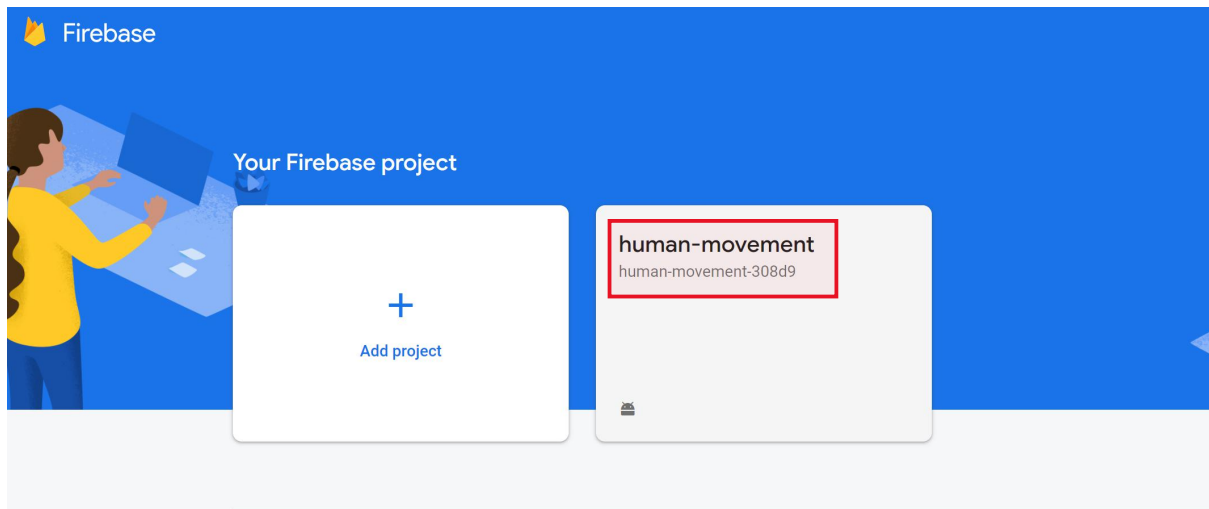
### 3.2 Manually uploading data to firebase storage

In the home page when you press **Upload Data**, the data file will be uploaded to firebase storage immediately.



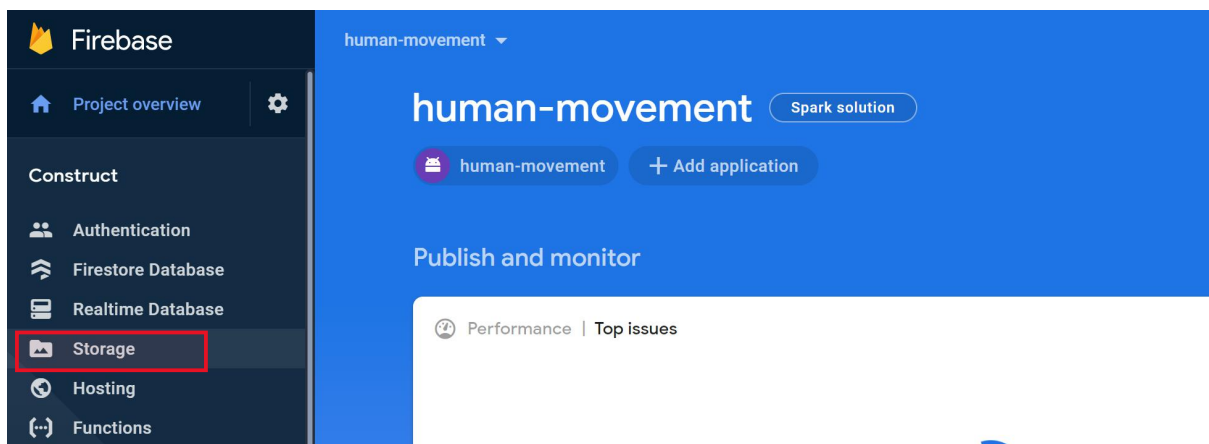
### 4 Access files in firebase storage – researchers only

If you are an authorized user, you can log in to firebase console <https://console.firebase.google.com/> using your google account. On the dashboard, click on the project human-movement to navigate to the project page.



Dashboard

In the project page, click the **Storage** tab to view the storage of the project.



Click on **Files**, now you can view files from all the participants, and you can select any files and download them.

