INTERACTIVE MAP USER MANUAL FOR NOTL MUSEUM

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Site Overview:

The addition of an interactive map will enhance the visitor experience as all locations will be readily available on a mobile device while currently in the museum, or on the website as they are planning their visit. The addition of interesting information on the current exhibits will allow visitors to learn more information and will hopefully attract more visitors to the museum who want to learn more about the subject. A map will also help guide visitors to other important museum services, such as the washrooms, security, and entrances and exits.

The map matches the aesthetic of the existing NOTL Museum webpage and includes a staff section where authorized users can update the exhibit info which will then be updated on the main website for visitors.
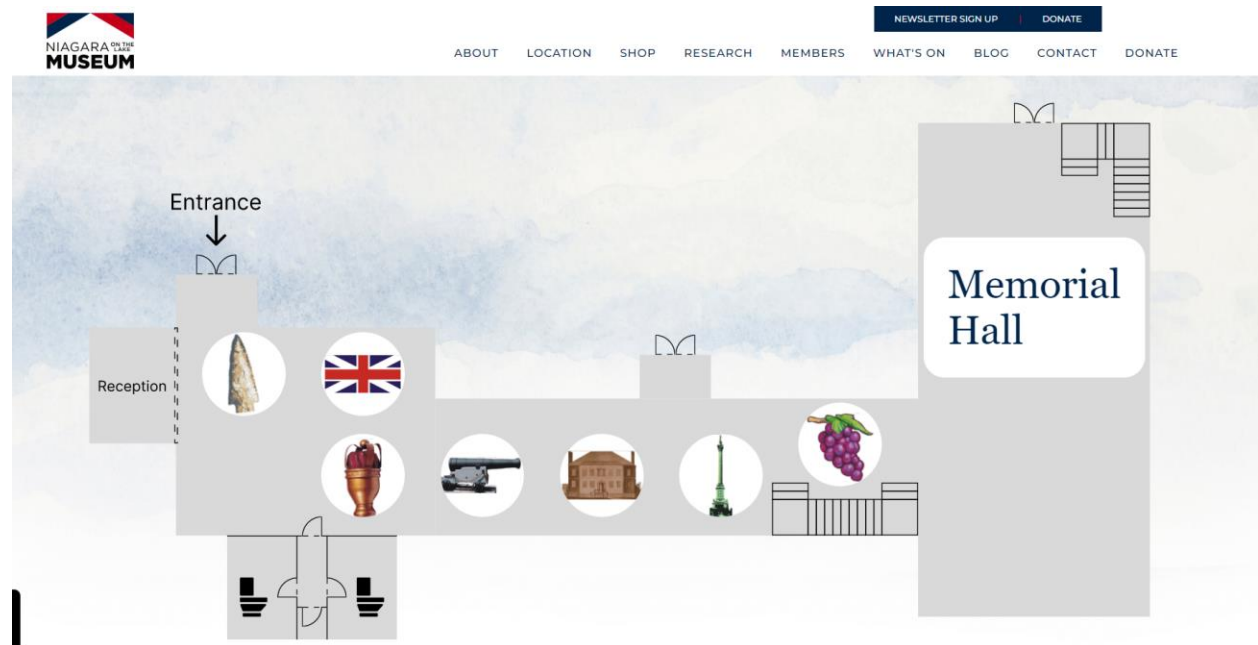
Navigation:

The map can be found by placing the cursor over location where a drop-down will allow you to select the map. Below is an example of the map on a web browser:

Each of the icons can be clicked on for further information on the exhibit as well as a photo of the exhibit in the NOTL museum. This data can be updated and is covered in the section on Administrative Access.

Map:

On the main page of the map there is a floor plan of the museum, as well as entrances, reception, washrooms and locations of staircases. The icons represent the different locations of the museum, and when clicked connects with a database to display current exhibit information and a photo.

The icons correspond to different exhibit identification numbers in the database, according to the following table:

Exhibit Icon	Exhibit Identification Number
	1
	2
	3
	4
	5
	6
	7
Memorial Hall	8

When each of these icons is clicked on the map a popup will display, as shown below:

This information is being accessed from the database which can be updated by staff, which will be covered in Administrative Access.

Administrative Access:

The ability to update exhibit information and photographs is restricted to staff and is available at "\signin"

Login:

The sign in page is the landing page for the backend update pages and looks like this:

If a user is registered they are able to enter their email address and password and click the "Log In" button. If a user has not been registered, then they should click "create an account". The ability to create an account is currently restricted to emails ending in "@brocku.ca" or "@notlmuseum.ca". Registered users are able to recover forgotten passwords by clicking "Forgot your password?", which will bring up the following:
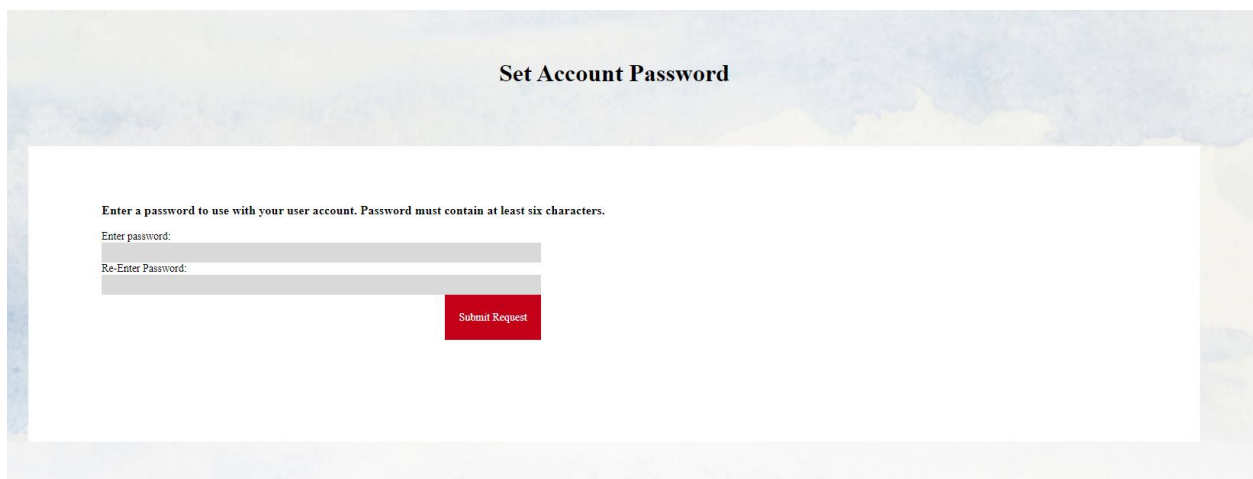
To request a password reset, enter the email address you use to login in. An email with a reset link will be sent to your account.

Email:

[   ]

Send Request

Entering a registered email address and clicking "Send Request" will display a message to "Check your email for the reset link."

The reset password page will ask for a new password to be submitted:

Set Account Password

Enter a password to use with your user account. Password must contain at least six characters.

Enter password:

[   ]

Re-Enter Password:

[   ]

Submit Request

Creating an Account:

After the "create an account" link has been pressed, users are brought to the following screen:

Register an account to manage the Interactive Map. Account email must be your museum staff address.
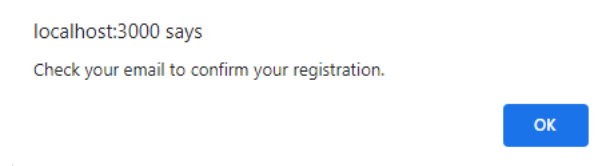
Email:

[   ]

Password:

[   ]

Re-Enter Password:

[   ]

Log in to an existing account.

Create Account

After filling out form and clicking the "Create Account" button, a pop up will be displayed to direct the registrant to check their email:

localhost:3000 says

Check your email to confirm your registration.

OK

If the email was entered correctly, the registrant should receive an email which will contain a link that says "Confirm your mail" which will redirect the user to the login page where they can enter their email and password for access.
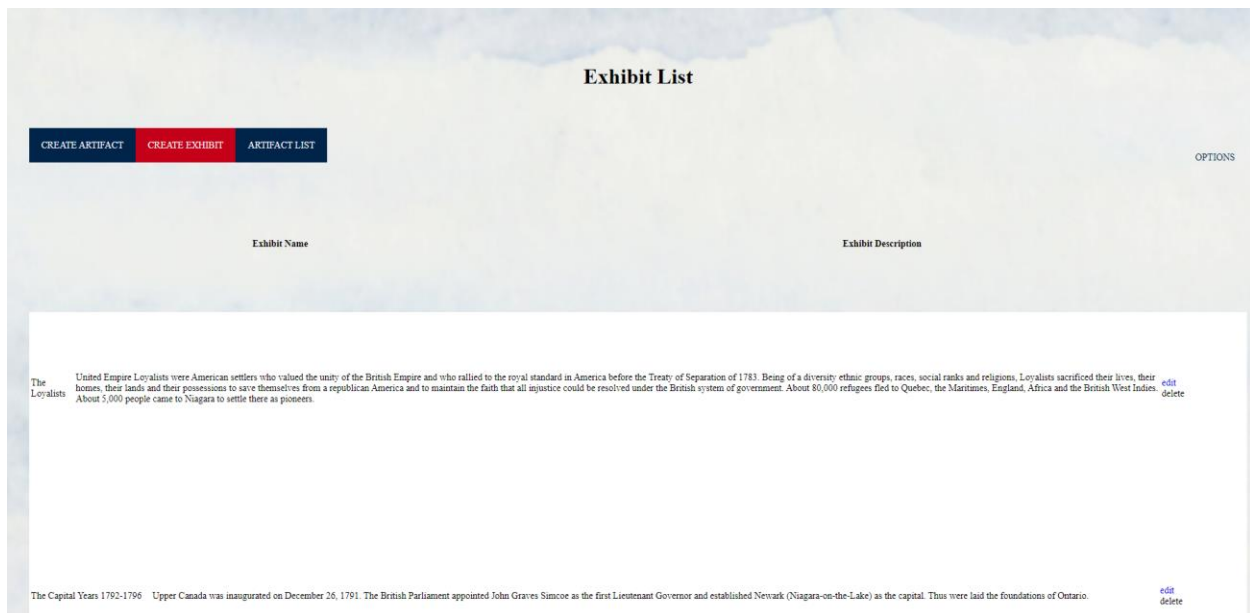
A successful login will result in the Exhibit Listing page to be displayed.

Exhibits/Artifacts:

The information to be displayed on the interactive map when a user clicks on an icon can be viewed, edited, and deleted by authorized users. The key for finding which exhibit information is displayed on the interactive map can be found in the Site Overview section.
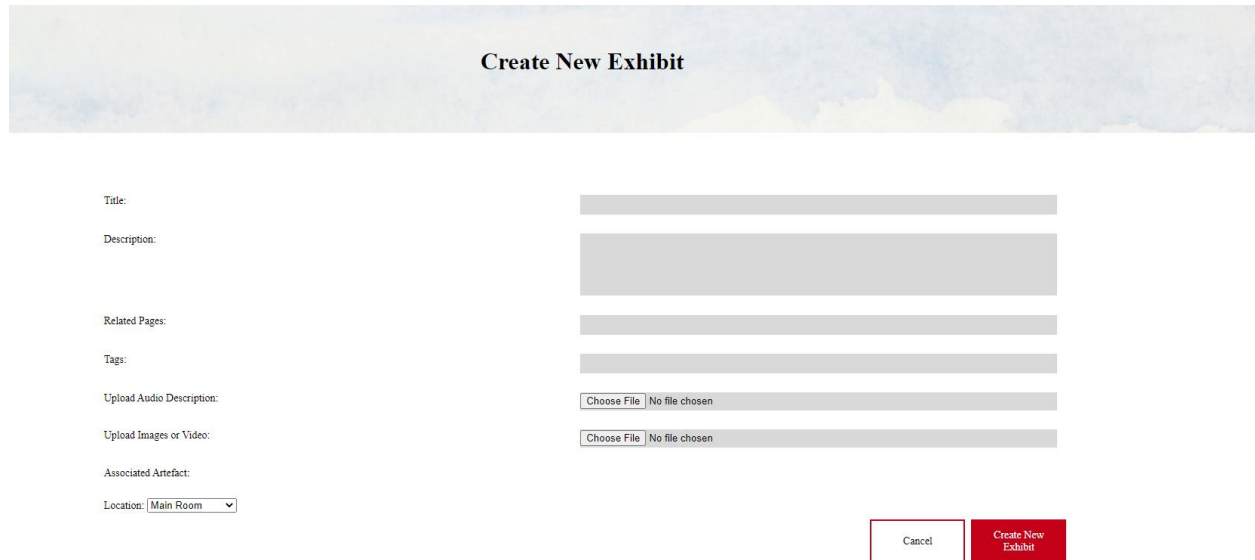
Listing:

There are pages where authorized users can view the entries in the exhibit and artifacts tables. Each entry in the table displays the name and description, as well as the option to edit or delete an entry. The listing pages look like the following:

In order to create new table entries, the authorized user should click either the "Create Artifact" or "Create Exhibit" buttons on the listing pages.

Create New Entry:

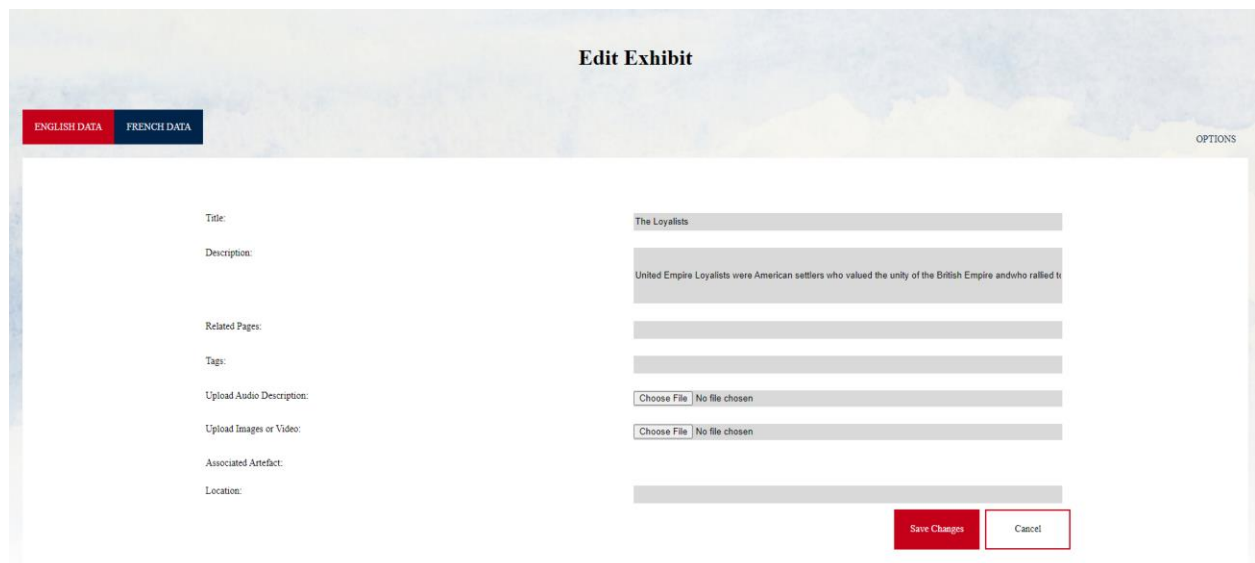Once an authorized user has accessed the pages to create a new exhibit or artifact, the following page is displayed:

All new entries will be automatically assigned an identification number (key), and new entries require at least a title and a description prior to selecting the "Create New Exhibit" button. All other fields are optional. Clicking the "Cancel" button will return the user to the listing page.

Editing Table Entry:

From the listing pages, authorized users can update entries that are currently stored in the database. Clicking on "edit" beside the desired listing will bring the user to the edit page:

The fields are pre-populated and are changes are able to be saved. Clicking cancel will return to the listing page.
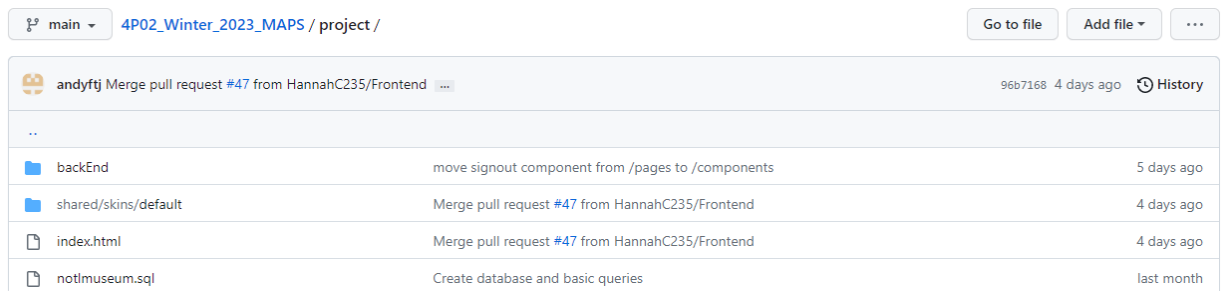
Deleting Table Entry:

Clicking on "delete" beside a table entry will first require the user to confirm whether or not they would like to delete the selected entry. They can confirm by pressing "delete", or can hit "cancel" to return to the previous screen.

Technology:

This section outlines which technology resources were used in creating the interactive map, which will help when modifications are required in the future. All of the code can be found in the public page on GitHub for our team: https://github.com/HannahC235/4P02_Winter_2023_MAPS
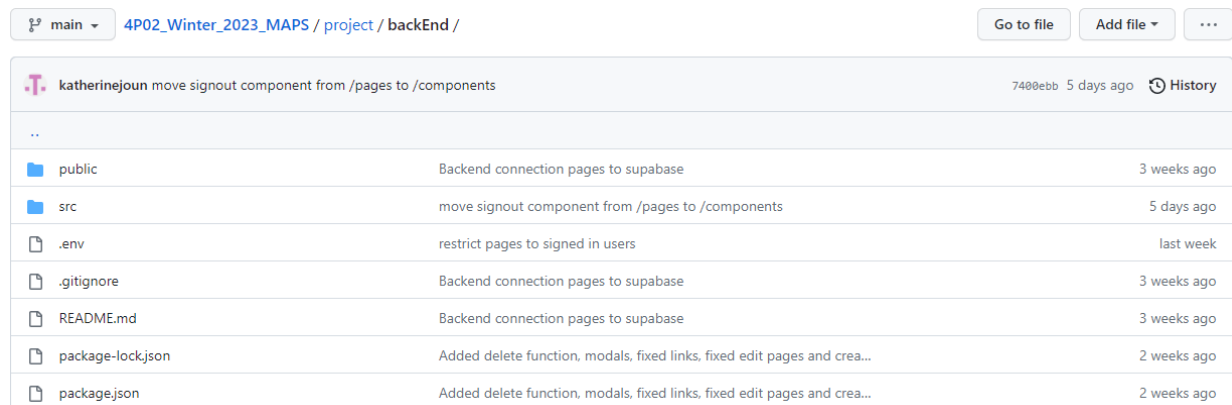
The front-end display of the interactive map was created using html and css. The code can be found

main ▾	4P02_Winter_2023_MAPS / project /		Go to file	Add file ▾	⋯

🙂 andyftj Merge pull request #47 from HannahC235/Frontend ...		96b7168 4 days ago	�途 History
..			
📁 backEnd	move signout component from /pages to /components	5 days ago
📁 shared/skins/default	Merge pull request #47 from HannahC235/Frontend	4 days ago
📄 index.html	Merge pull request #47 from HannahC235/Frontend	4 days ago
📄 notlmuseum.sql	Create database and basic queries	last month

The html code can be found in project/index.html and the css can be found in project/shared/skins/default.

The back-end pages responsible for user authentication and updating exhibit and artifact information were creating using React apps and Nodejs. The code can be located in project/backEnd/.

main ▾	4P02_Winter_2023_MAPS / project / backEnd /		Go to file	Add file ▾	⋯

📄 katherinejoun move signout component from /pages to /components		7400ebb 5 days ago	🕤 History
..			
📁 public	Backend connection pages to supabase	3 weeks ago
📁 src	move signout component from /pages to /components	5 days ago
📄 .env	restrict pages to signed in users	last week
📄 .gitignore	Backend connection pages to supabase	3 weeks ago
📄 README.md	Backend connection pages to supabase	3 weeks ago
📄 package-lock.json	Added delete function, modals, fixed links, fixed edit pages and crea...	2 weeks ago
📄 package.json	Added delete function, modals, fixed links, fixed edit pages and crea...	2 weeks ago

The pages can be found in the src folder. Once the code is downloaded, navigate to the project directory using the terminal and run "npm install". After the dependencies have been installed, run "npm start" in order to view in a browser.

The database used to store artifact and exhibit information is Supabase, which is open-source. The details for the database is: https://lrmeyctmnvxcquqwhbkd.supabase.co

Further information on the technology and database design/sql can be found on the Github repository in project/notlmuseum.sql , as well as the Wiki:

https://github.com/HannahC235/4P02_Winter_2023_MAPS/wiki