



USER-DOCUMENTATION

ChronoMap




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Group 5

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Attention: The different with demo 1 is high-lighted by .

Introduction:

ChronoMap is an IOS application to help people manage their time. ChronoMap will use a simple pattern countdown page to help user when they need to concentrate on their task, after they finish their task during a specific period of time, user will get some rewards.

This document guides a user through the necessary steps to make full use of this app.

Login:

We provide every user a unique tasks list of their own, in order to use all the functions, user need to login by:

Login:

Enter their User Name.

Enter their Password.

Press login button

Use as a guest: Application will show a blank mission list afterward.

Sign up:

We also provide sign up function to everyone who use this app. User can sign up by:

Set Username.

Set Password.

Mission list:

Once enter the mission list, user can manage the current tasks by selecting any tasks in the list.

Press list item to enter the Details page.

User can delete the task by right-slide.

Add mission:

You can add some mission by tap on the '+' button , by entering the title, time, priority. After you add the mission, the mission you add will appear on the mission list.

Attention:

Segment control is used after the login page. User can switch between Mission list and Store freely.

Details page:

Once user select one item in mission list, application will show the Details page. In details page user can either Cancel to return the mission lists, or Confirm to start a task. Once confirm, application will enter the countdown page.

Count-down page:

When the application enter the countdown page, there is only one button: **start**, which will disappear if you tap it. There is a clock with the time from COREdata.

In this page where is no controller user can change, all they could do is waiting until the count-down finish.

Finished page:

Once user successful finish the task, application will show an finished page. The "_ compute power you have win" changing with the time user spent. There are two button user can tap: **Confirm** and **Share with friends**.

Confirm button will navigate the user to mission list, while Share with friends button will generate a screen-shot user can send to other app.

Store:

In our store, there are some virtual items user can buy using the virtual current their won.

The virtual current will grows by compute-power user just get, while the compute power is depended on the time user spent on count-down page.