



User Manual

Thaifun Event

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| Prop

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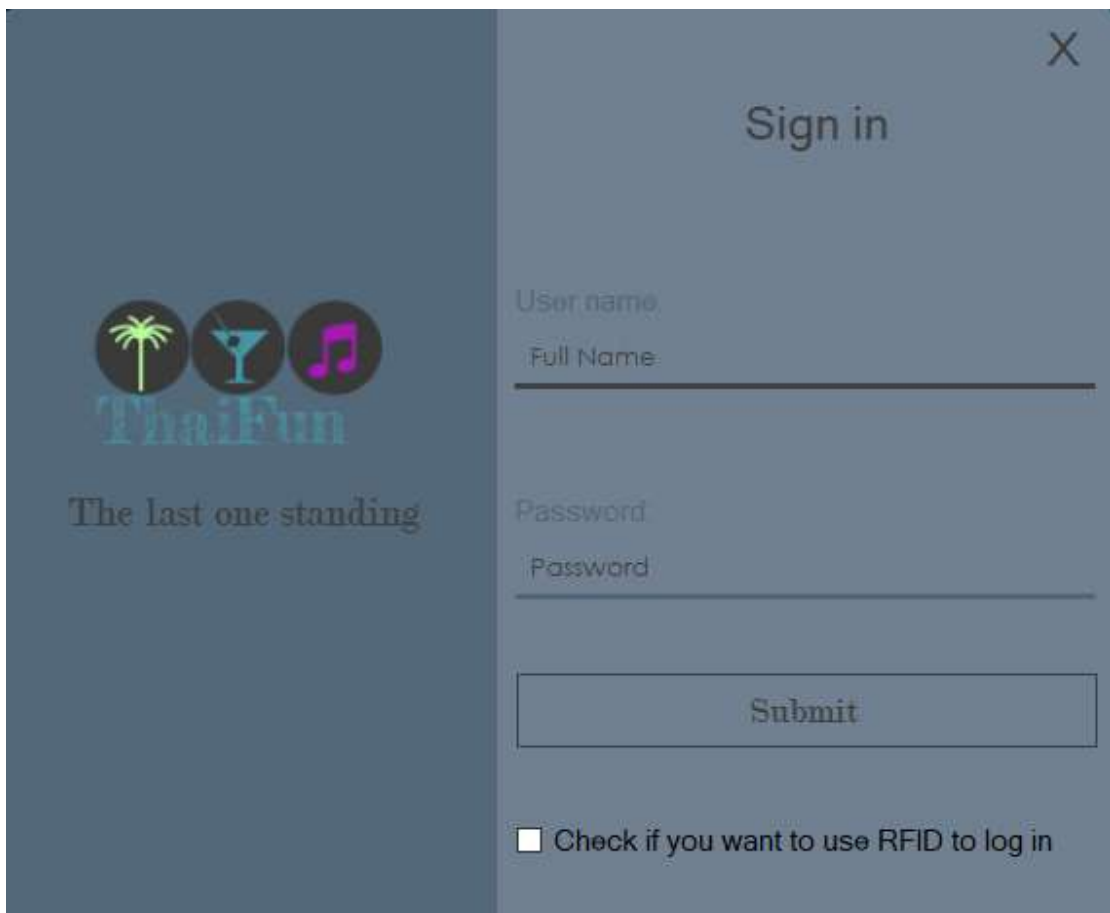
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Chapter 1. Logging in main application

This section explains how to log in main application.

Notes:

- Each user has own username and password for logging in, but also it is possible to get in using RFID tag
- There are three types of account: Admin, employee who is responsible for shop/loan stands and employee who is responsible for entrance/exit of event and entrance of camping.



×

Sign in

User name

Full Name

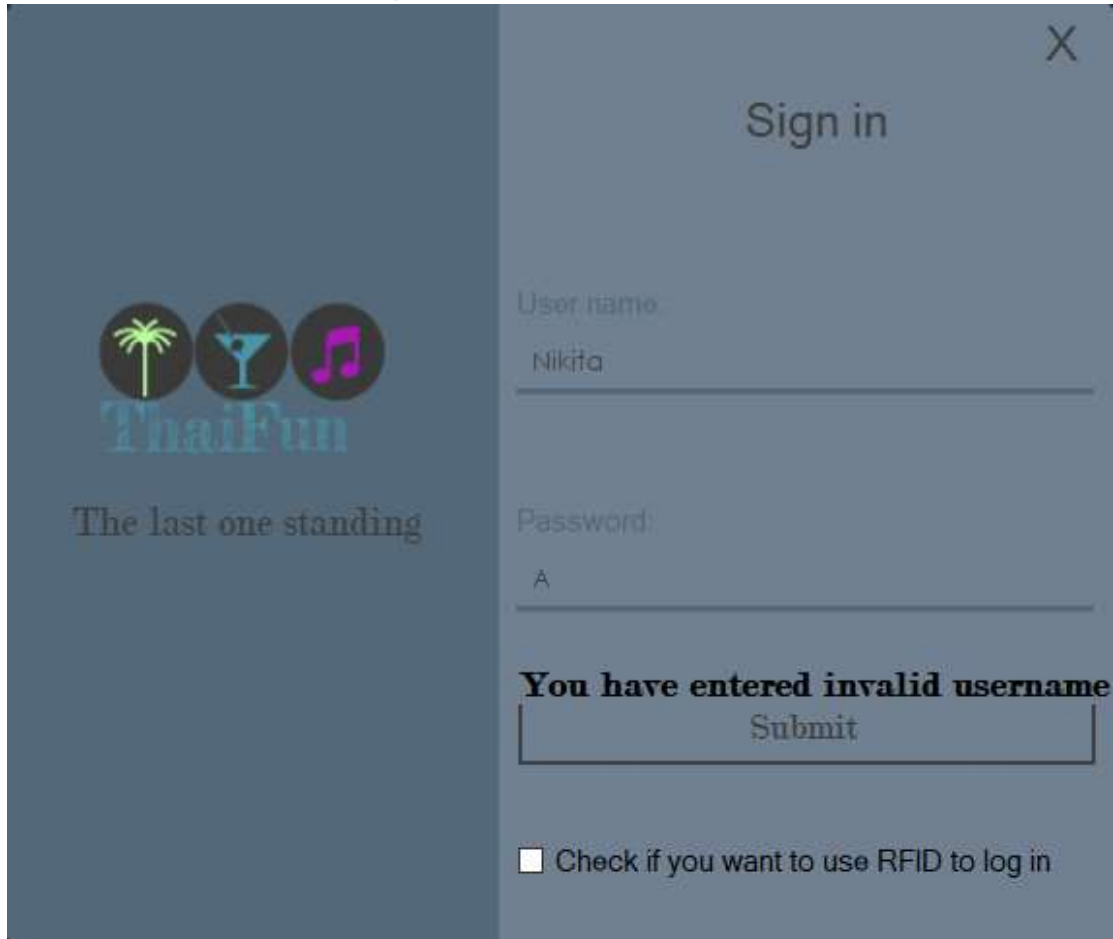
Password

Password

Submit

☐ Check if you want to use RFID to log in

If user is inputting incorrect username and password , applications show appropriate message



The image shows a web application interface for 'ThaiFun'. On the left, there is a logo with three circular icons: a palm tree, a cocktail glass, and a musical note, with the text 'ThaiFun' below them and the tagline 'The last one standing'. On the right, there is a 'Sign in' form. The form has a title 'Sign in' and a close button 'X'. It contains two input fields: 'User name' with the value 'Nikita' and 'Password' with the value 'A'. Below the password field, there is a red error message: 'You have entered invalid username'. A 'Submit' button is located below the error message. At the bottom of the form, there is a checkbox labeled 'Check if you want to use RFID to log in'.

Sign in

User name
Nikita


Password
A

You have entered invalid username

Submit

☐ Check if you want to use RFID to log in

Also it refers to the logging in with tags.



The last one standing

✕

Sign in

User name:

Password:

You scanned invalid RFID

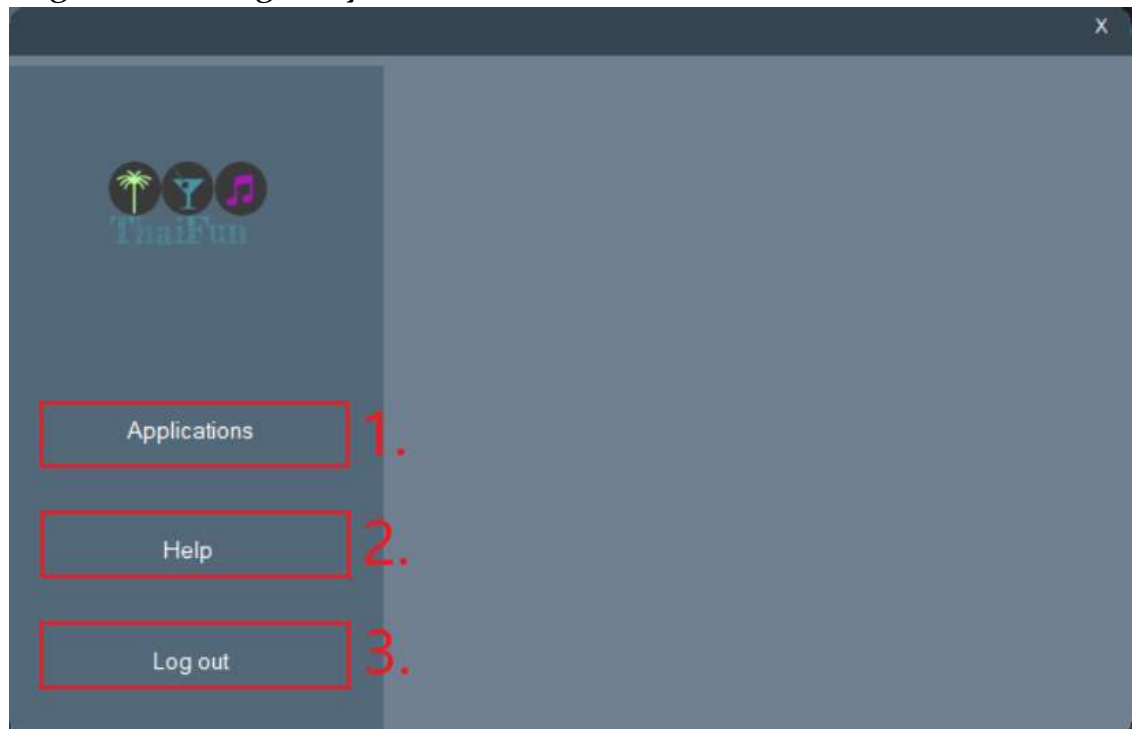
☒ Check if you want to use RFID to log in

Chapter 2. Accessing all application through main application.

This section explains interface of main application.

Notes:

- On the left side of the form you can see 3 options:
 1. Applications. That's access to applications you want to use.
 2. Help. Will redirect you to this manual if you have questions.
 3. Log out. Will log out you account.



- After you press Applications you get redirect to form of applications you have access. There are 3 types of accounts in regards of applications access:

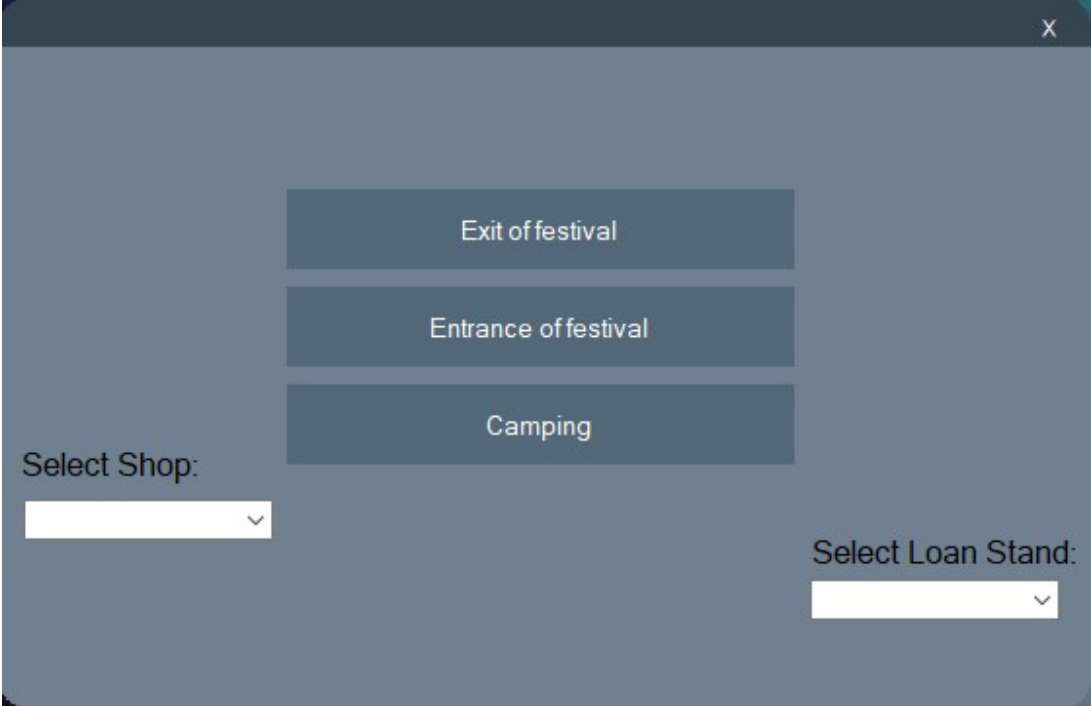
1. Client's account which has access to all applications.

A screenshot of a web application interface for a client's account. The interface has a dark blue header bar with a close button (X) in the top right corner. The main content area is a light blue-grey color. On the left side, there is a label "Select Shop:" followed by a white dropdown menu with a downward arrow. In the center, there is a vertical stack of six buttons: "Status of event", "Exit of festival", "Entrance of festival", "Camping", "Shop", and "Loan stand". The "Shop" and "Loan stand" buttons are highlighted with a darker grey background. On the right side, there is a label "Select Loan Stand:" followed by a white dropdown menu with a downward arrow.

2. Employee's account which has access to shop/loan stores

A screenshot of a web application interface for an employee's account. The interface has a dark blue header bar with a close button (X) in the top right corner. The main content area is a light blue-grey color. On the left side, there is a label "Select Shop:" followed by a white dropdown menu with a downward arrow. In the center, there is a vertical stack of two buttons: "Shop" and "Loan stand". Both buttons are highlighted with a darker grey background. On the right side, there is a label "Select Loan Stand:" followed by a white dropdown menu with a downward arrow.

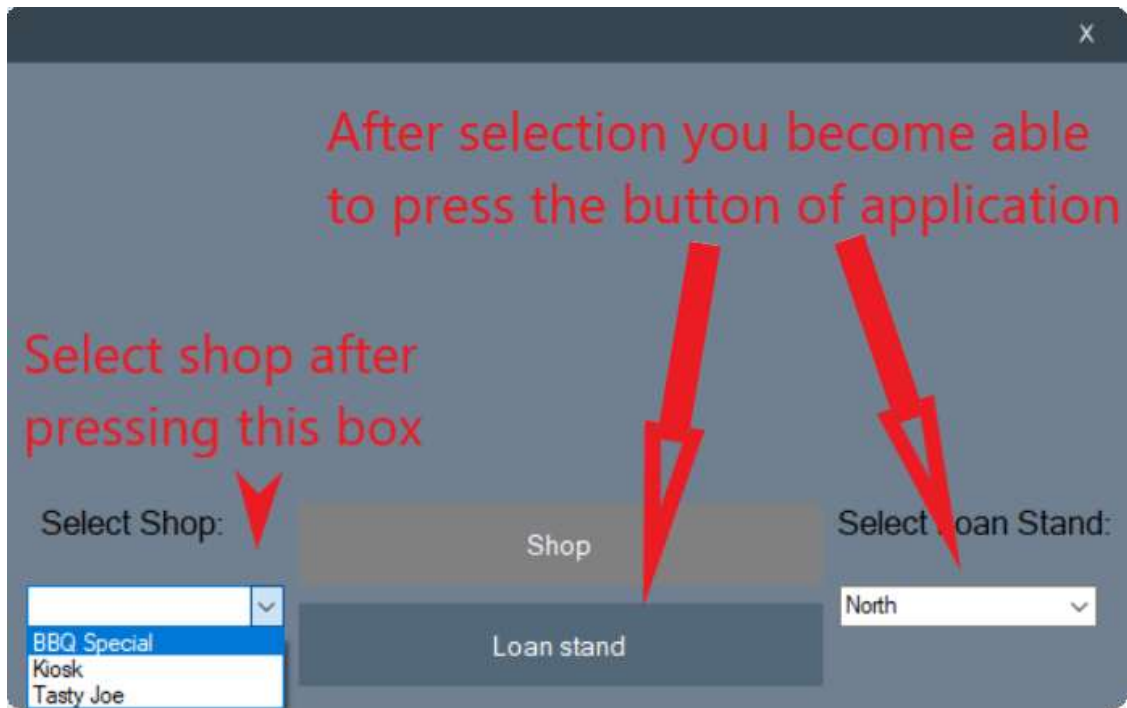
3. Employee's another account which has access to applications of camping/event entrances/exits.



The screenshot shows a web application interface with a dark blue header bar containing a close button (X). The main content area is a light blue-grey color. In the center, there are three stacked, dark blue rectangular buttons with white text: "Exit of festival", "Entrance of festival", and "Camping". To the left of these buttons, the text "Select Shop:" is followed by a white dropdown menu with a downward arrow. To the right, the text "Select Loan Stand:" is followed by a white dropdown menu with a downward arrow.

- if you try to open shop/loan application, first you have to select which shop/loanstand you're going to use below the text which says "Select Shop" and "Select Loan Stand" respectively.

- By this screenshot you are explained how entering shop/loan stand applications work.



Chapter 3. Status of Event Application.

- In the picture below you see all explanation of using this application.
- Next to each description you can see a sign which you can also find in the form at the right place which is described.

 Visitor Status.
Select visitor id
you are
interested (1).

Press button (2)
to see
information
about selected
visitor.

 Camping.
You can see
total spots in
event.
How many are
booked by
visitors.
And how many
are left.

Overall Shops.

Select the shop in the list to see how much revenue it
made so far.
Below you can see total amount of product sold, as well,
how many products of different categories were sold.

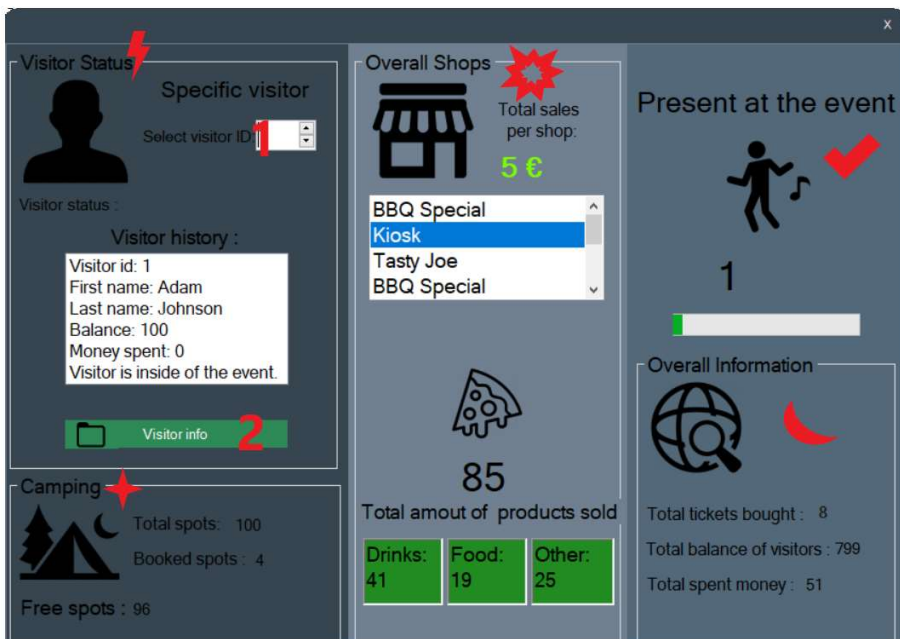
 Present at the event.

You can see how
many people are
inside of the event
live.

The progress bar
shows what is the
proportion of how
many people are
inside right now and
how many event can
still handle.

Overall Information.

You can see here how
many tickets are
bought, sum of
balances of visitors
and sum of spent
money inside of event.



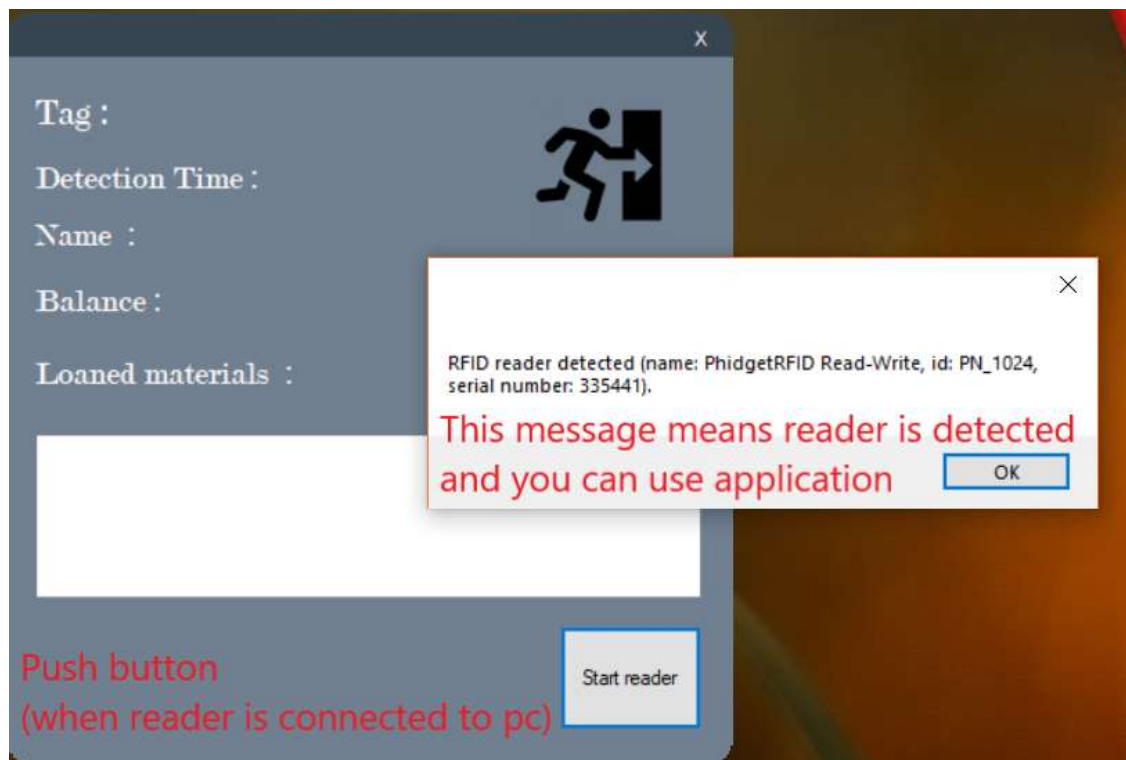
The screenshot displays a dashboard with four main sections:

- Visitor Status:** Includes a "Specific visitor" section with a dropdown for "Select visitor ID" (showing '1') and a "Visitor history" table. The table lists: Visitor id: 1, First name: Adam, Last name: Johnson, Balance: 100, Money spent: 0, and Visitor is inside of the event. Below this is a "Visitor info" button with a red '2'.
- Camping:** Shows "Total spots: 100", "Booked spots: 4", and "Free spots: 96".
- Overall Shops:** Features a shop icon, "Total sales per shop: 5 €", a list of shops (BBQ Special, Kiosk, Tasty Joe, BBQ Special), a pizza icon, and "Total amount of products sold: 85". A table below shows "Drinks: 41", "Food: 19", and "Other: 25".
- Present at the event:** Includes a person icon with a red checkmark, the number "1", a progress bar, and an "Overall Information" section with a globe icon. The overall information shows: "Total tickets bought: 8", "Total balance of visitors: 799", and "Total spent money: 51".

Chapter 4. Exit Application

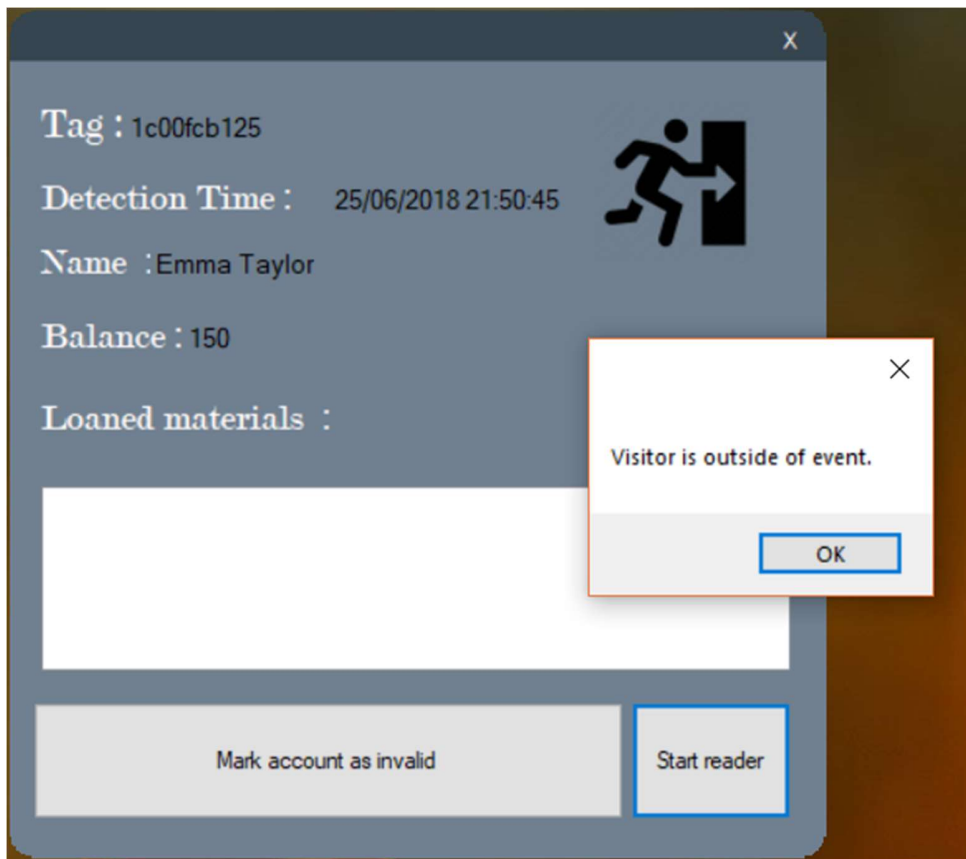
IMPORTANT: your RFID reader must be connected to computer before you start application.

Then follow steps below. (if you have any problems scroll further).

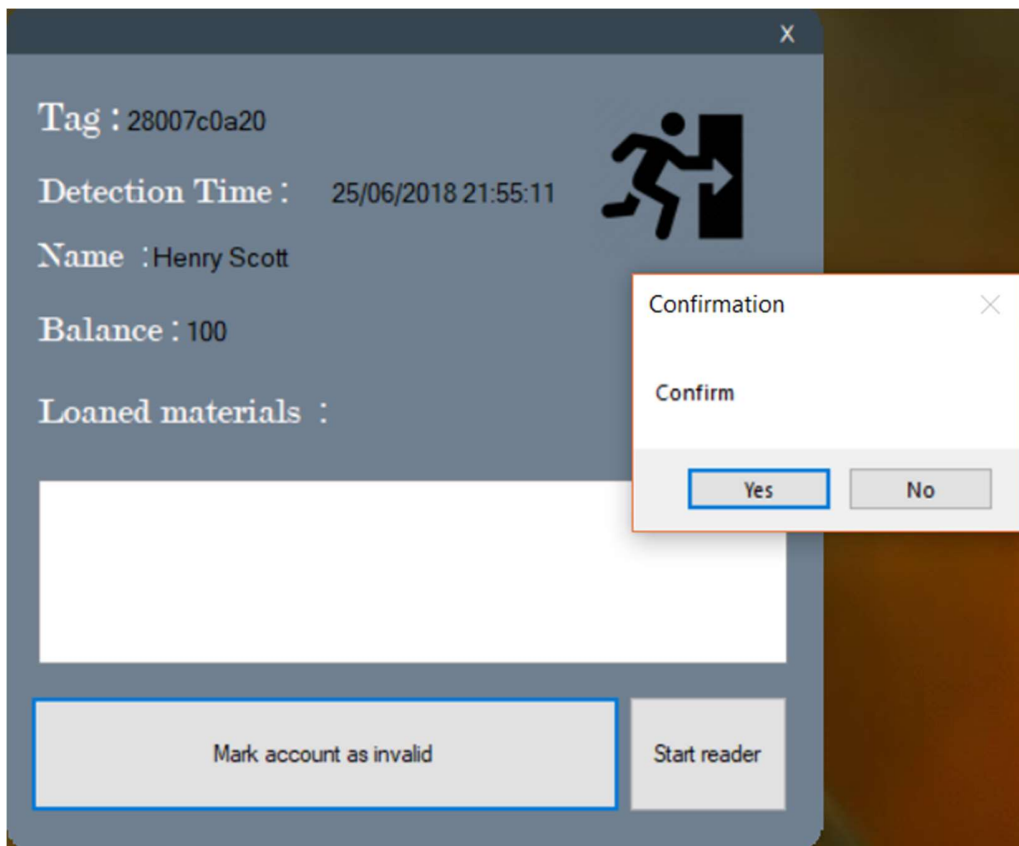


Now you're ready to scan some RFIDs. There are several results after scanning RFID:

1. If person is already outside of the event, you will see this.



2. **When person is inside and wants to go outside.** You need to take following steps to make him outside of the system:
 - a. Push “Mark account as invalid”.
 - b. Click “Confirm” on pop up message.

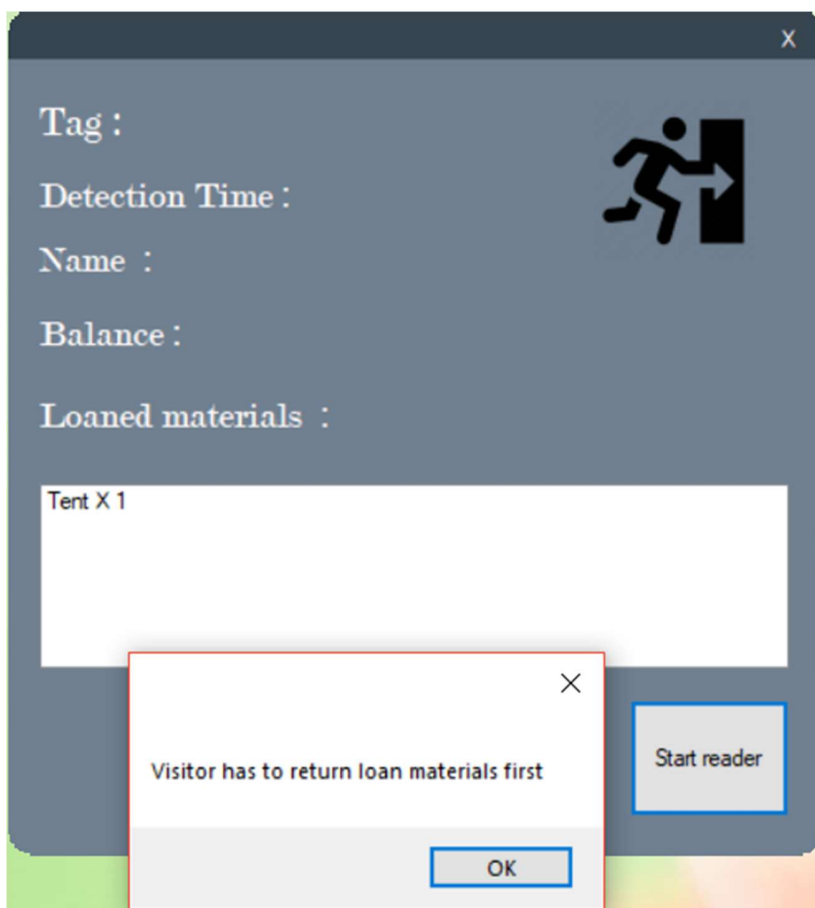


If person doesn't have any loans the form will delete all data on the form and that means person can go through exit.

However, another scenario is if person has loans which he has to give back. Then you will see message which inform you about that and you won't be able to confirm him, as well, as you shouldn't let him outside the event until he returns everything and comes back.

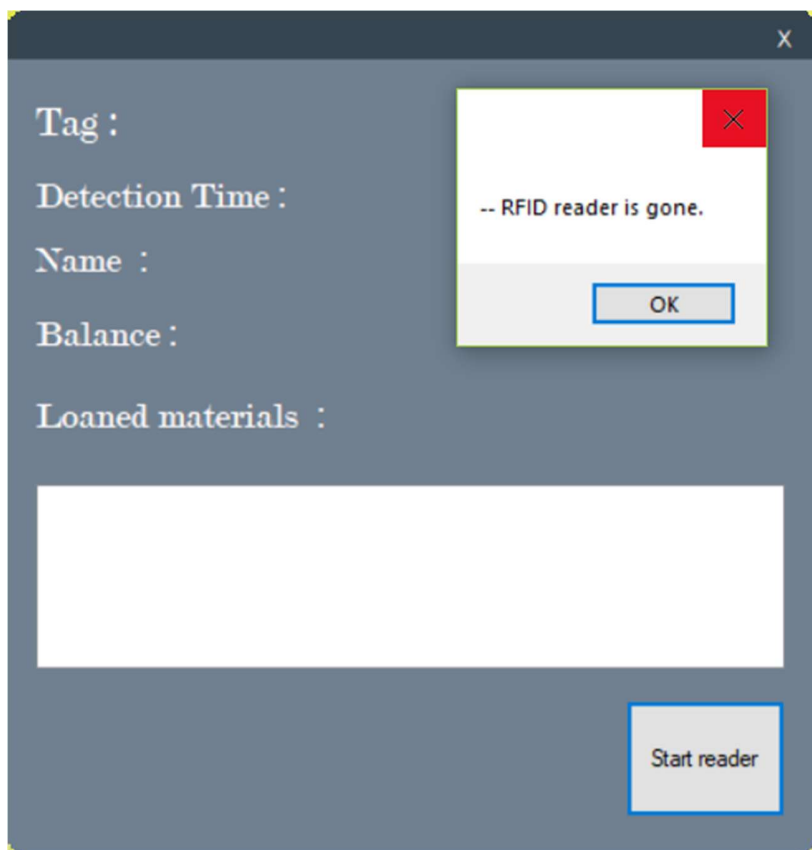
Picture below shows what you see if this happens.

As you can see, it's also possible to see what he loaned and what's the quantity, so you will have answer if you'd be asked.



After both scenarios, you will be able to continue scanning and working with application.

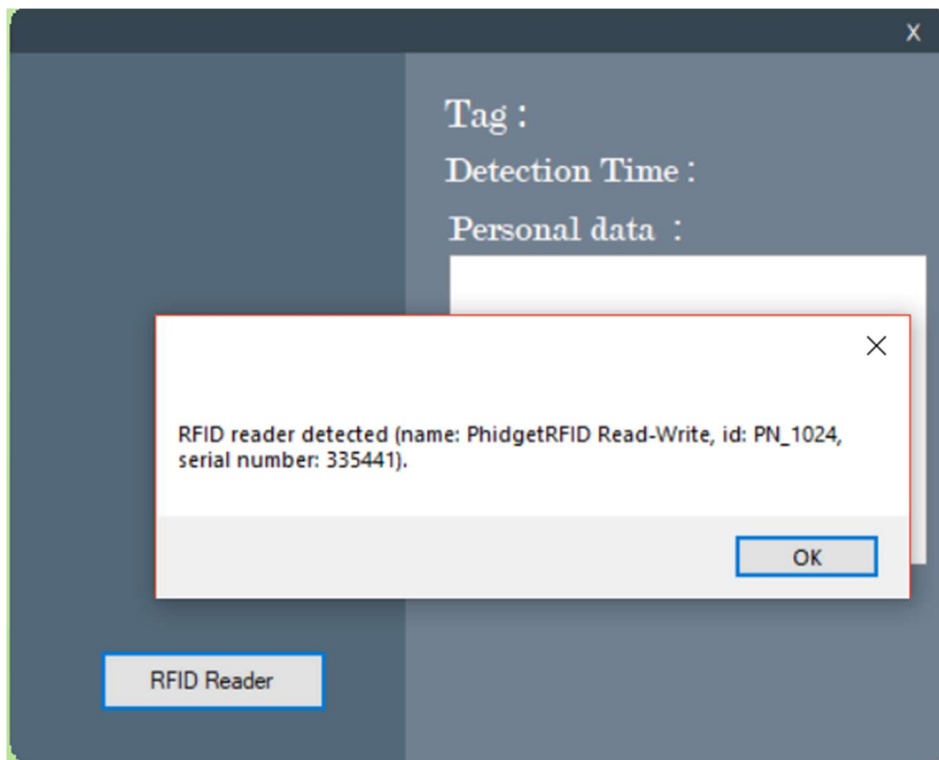
What if I see “RFID reader is gone.”? That means, your Reader got disconnected from your computer. If you fix connection, you will get the message that RFID reader is found and you can continue using application.



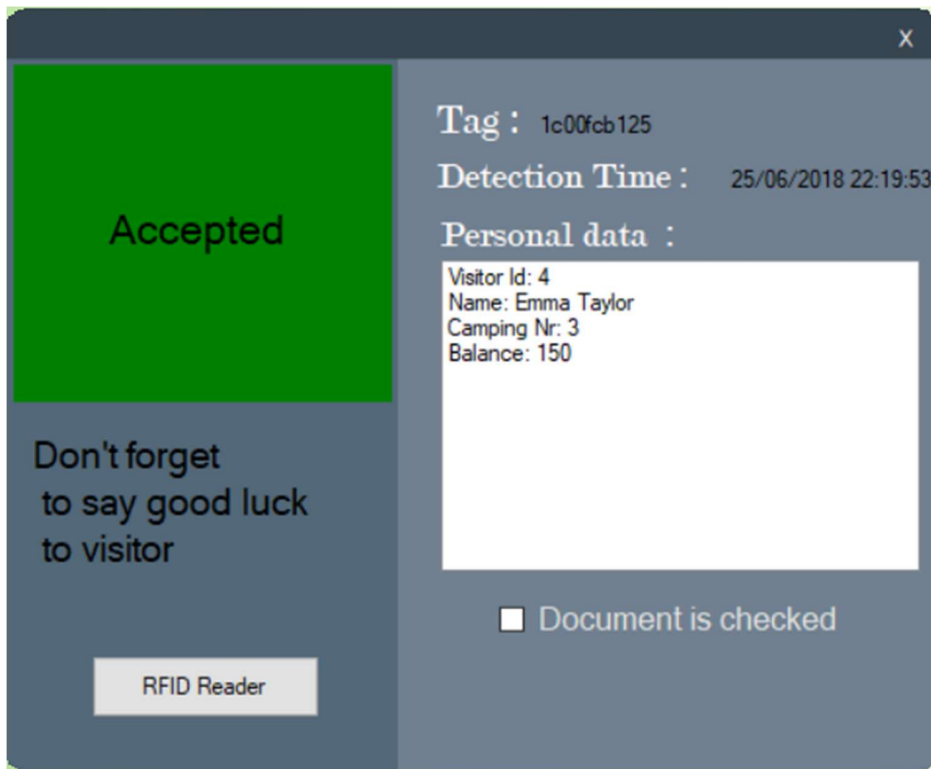
Chapter 5. Entrance of Event Application.

IMPORTANT: your RFID reader must be connected to computer before you start application.

To initiate application for use you need to do the same step as in Exit Application (Chapter 4). Make sure RFID reader is connected to your PC!



After successfully scanning visitor's RFID you should see the following window with information about him, etc. (if you get declined, scroll few pages down for explanation)

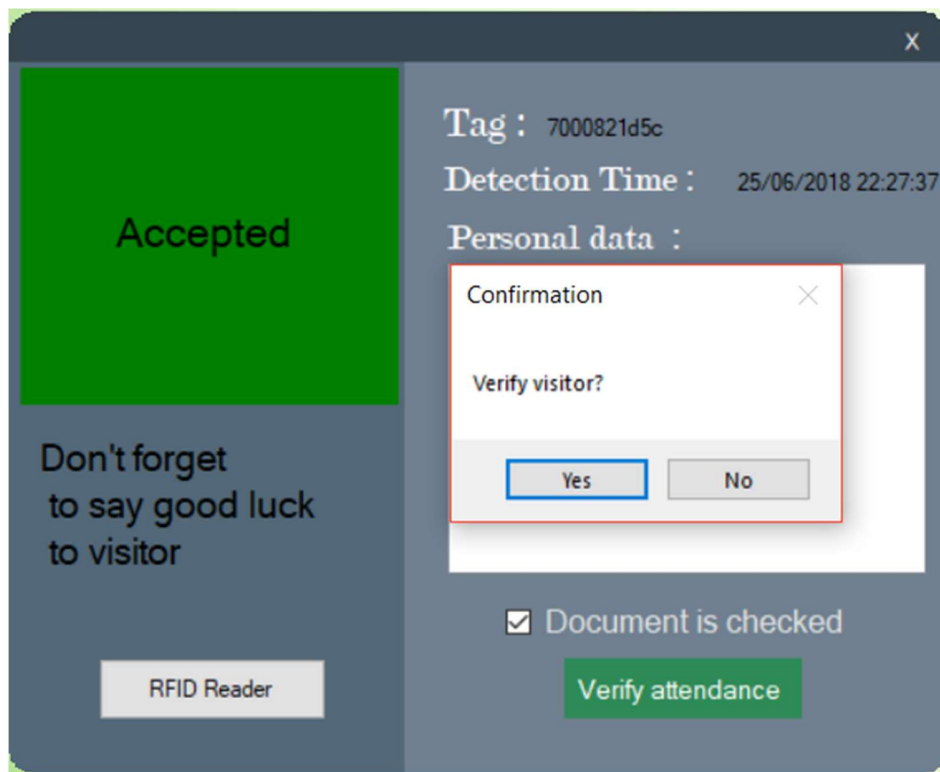


The image shows a software window with a dark blue header and a light blue body. On the left, there is a green rectangular area with the word "Accepted" in white. Below this, the text "Don't forget to say good luck to visitor" is displayed. At the bottom left, there is a button labeled "RFID Reader". On the right side, the following information is shown: "Tag : 1c00fcb125", "Detection Time : 25/06/2018 22:19:53", and "Personal data :". Under "Personal data", there is a white box containing the text: "Visitor Id: 4", "Name: Emma Taylor", "Camping Nr: 3", and "Balance: 150". Below this white box, there is a checkbox followed by the text "Document is checked".

As you can see there is button “**Document is checked**” which you **must click** after checking his documents and syncing them with what's written in application's white box in order to let visitor inside.

Hint: doesn't matter if he's coming not the first time. You still have to check his identity.

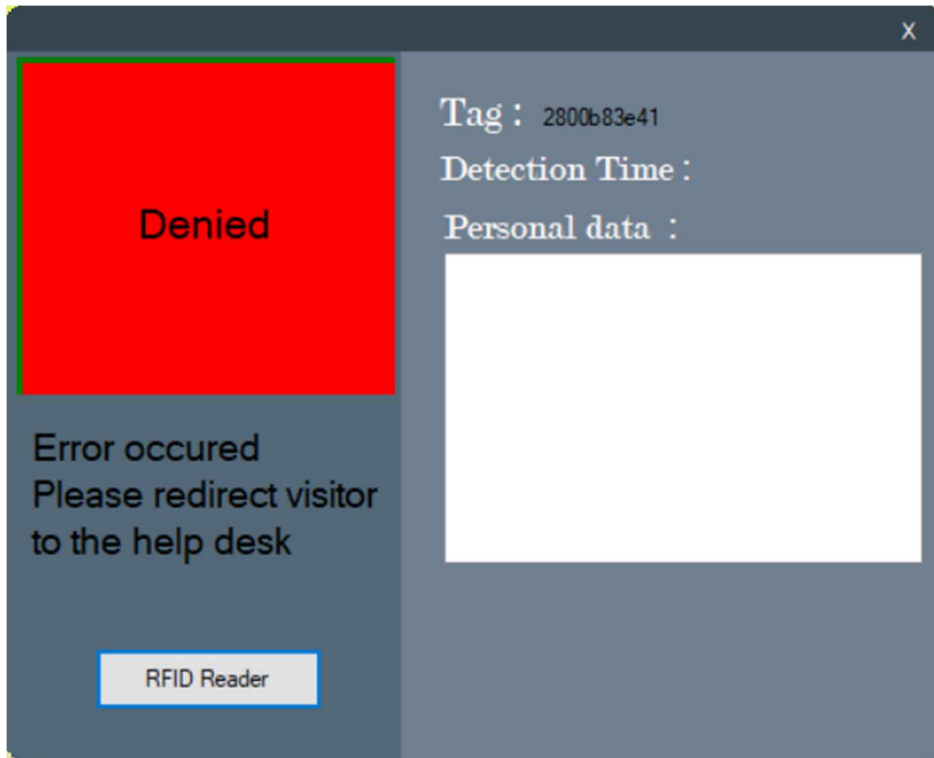
Furthermore, the button with text “**verify attendance**” will appear after you check documents and then you need confirm it. After confirmation form will be again refreshed without any info, ready for another user.



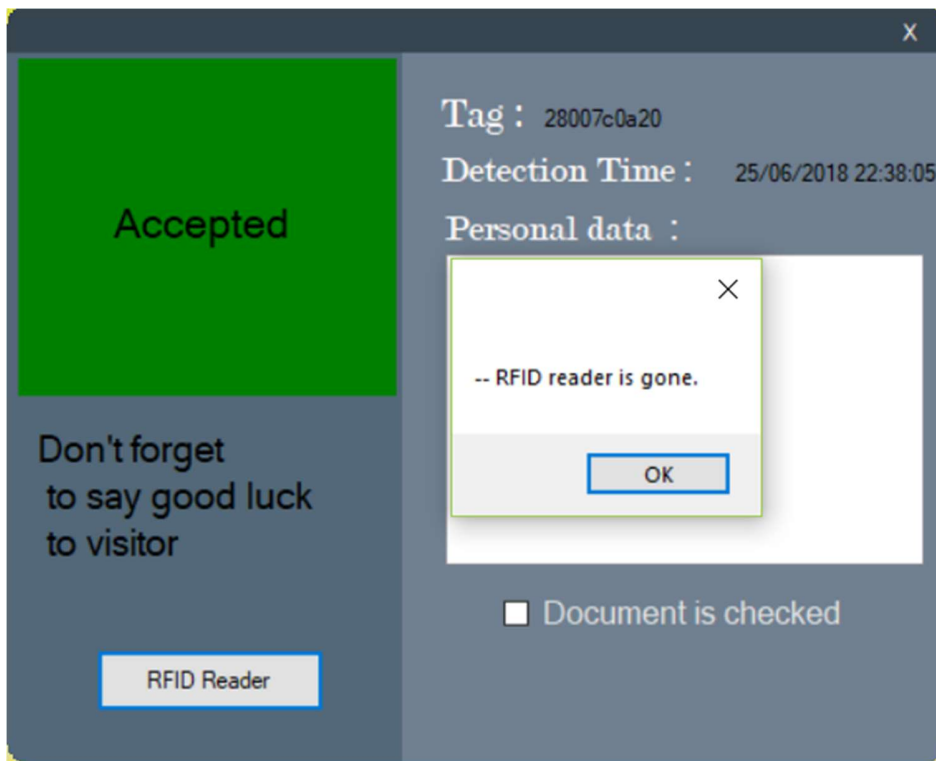
If you press no, you can scan another person or if you decide to verify visitor, you still can do it.

Now another scenario.

You will get another view if the person who scanned RFID has fake RFID (or unassigned). Then you will get following view with provided instructions what to do. You will see red color and text “Denied”.



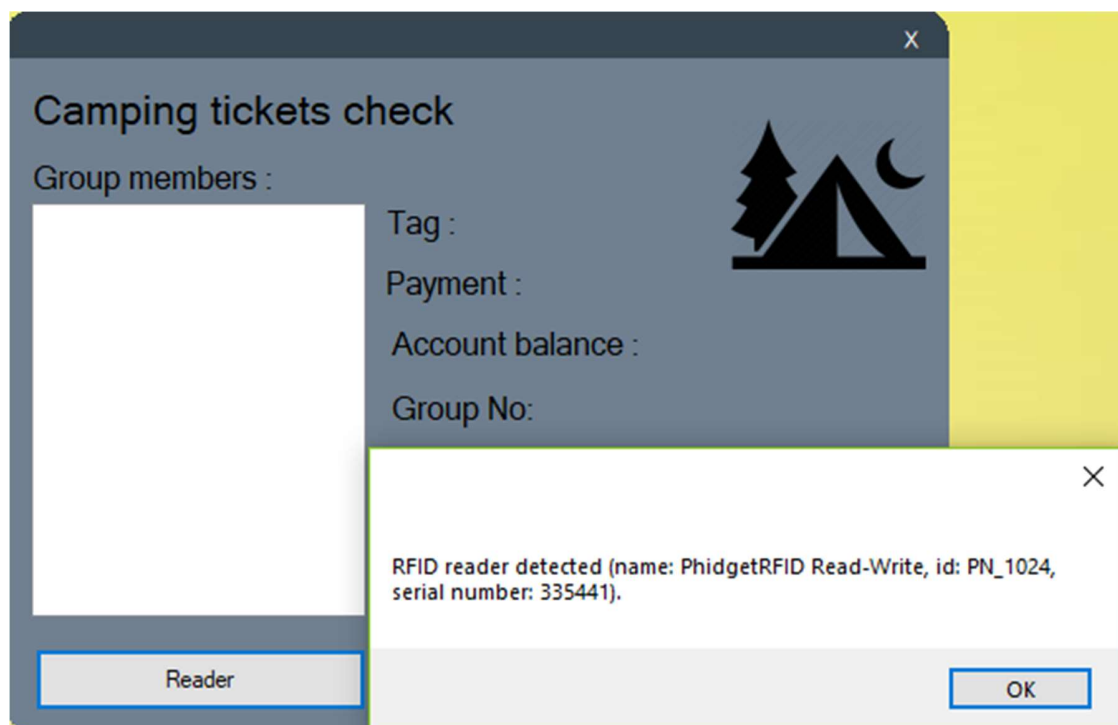
What if I see “RFID reader is gone.”? That means, your Reader got disconnected from your computer. If you fix connection, you will get the message that RFID reader is found and you can continue using application.



Chapter 6. Entrance of Camping Application.

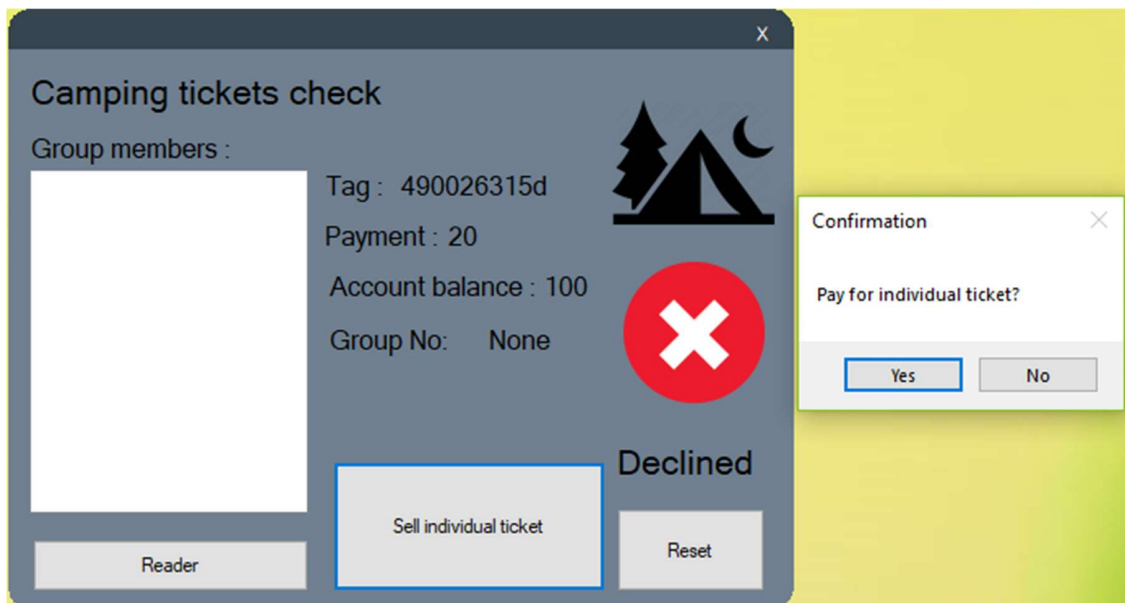
IMPORTANT: your RFID reader must be connected to computer before you start application.

To start using application, you will need to press button “Reader” like in previous RFID using applications (chapter 5 and 4).



There are 6 different cases which this application can solve:

1. **People who didn't buy/reserve camping but came and want to buy at the spot.** You will see this view:



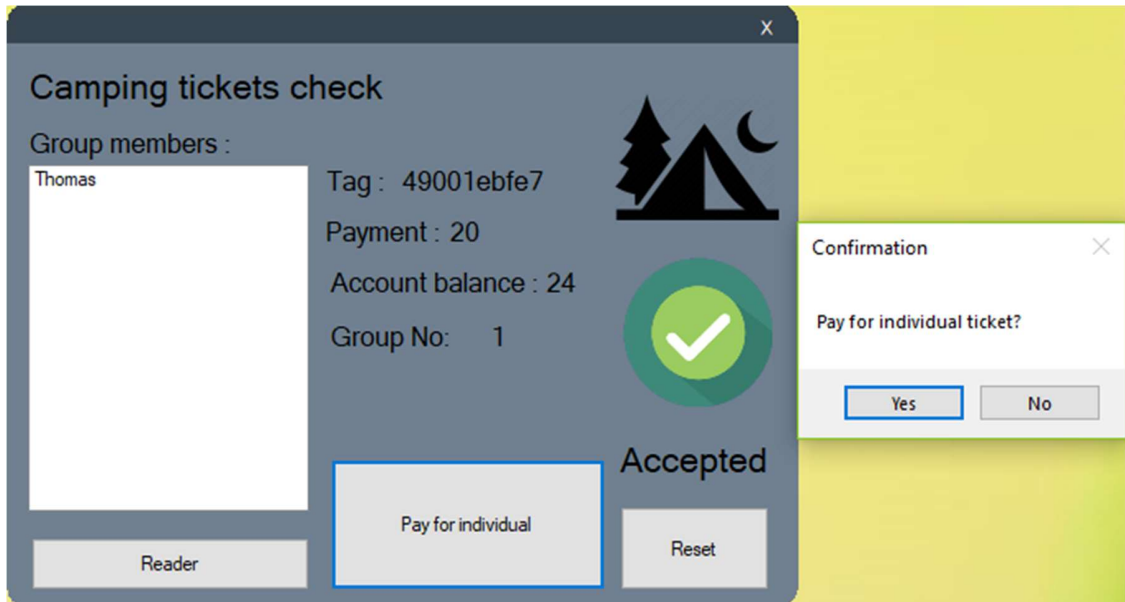
You can see red sign and word “Declined” which means user didn't buy camping.

However, it's possible for him to buy at the spot. If there's not enough spots, application will show message box after confirming user.

You can see user's balance and payment. There's a button “Sell individual ticket” which you have to press and then press “Yes” in new top up message if user decides to buy it.

If he doesn't have enough balance you'll be informed and you should redirect him to top up his balance. However, if everything is successful, you can continue scan another users' RFIDs.

2. **Person who reserved the place for himself, but didn't pay.**
You will see view like this:

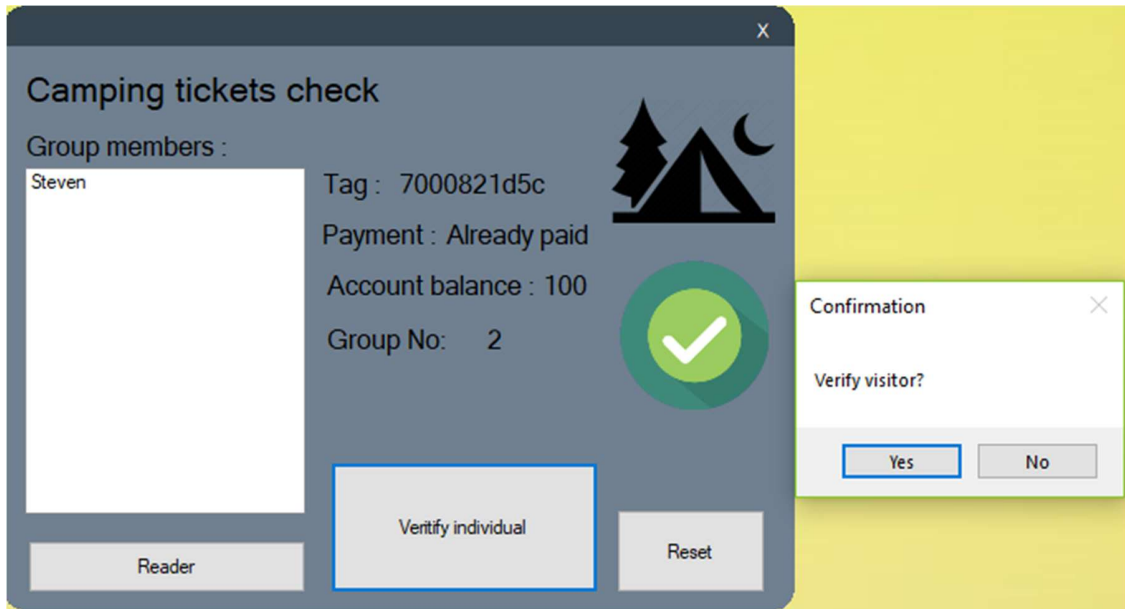


Now you see green sign and word “Accepted” which means user reserved/bought camping before.

Now the main button says: “Pay for individual”. You have to press it if user asks you to enter camping and confirm in top up dialog box.

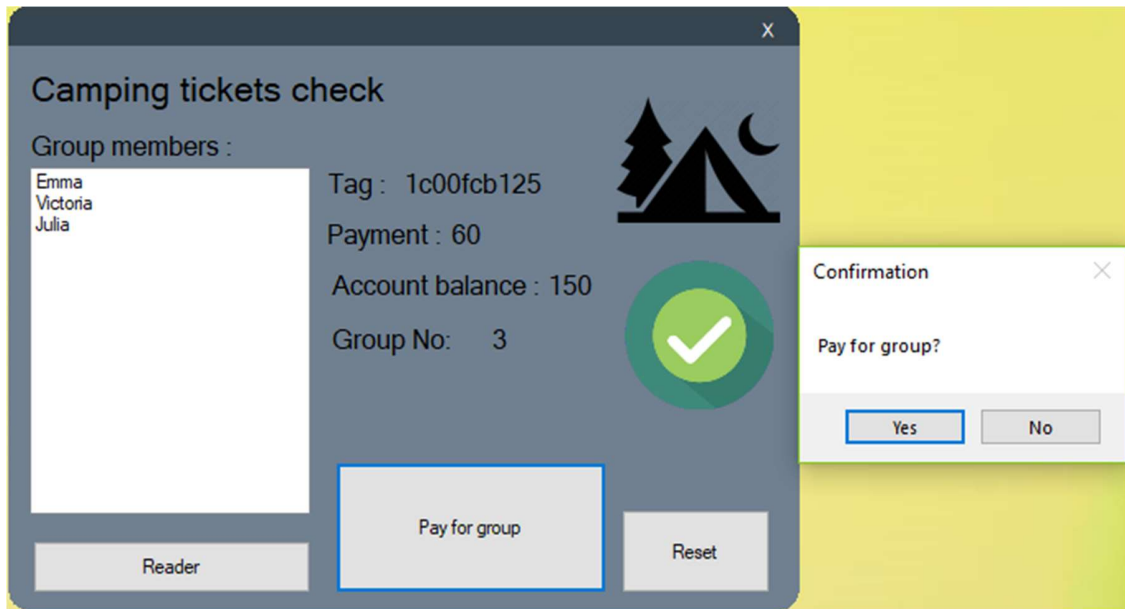
If application didn't provide information about lack of balance, you can let him inside.

3. Person who bought already camping only for himself.



You see similar information like in previous cases, except now you need only verify user and let him inside.

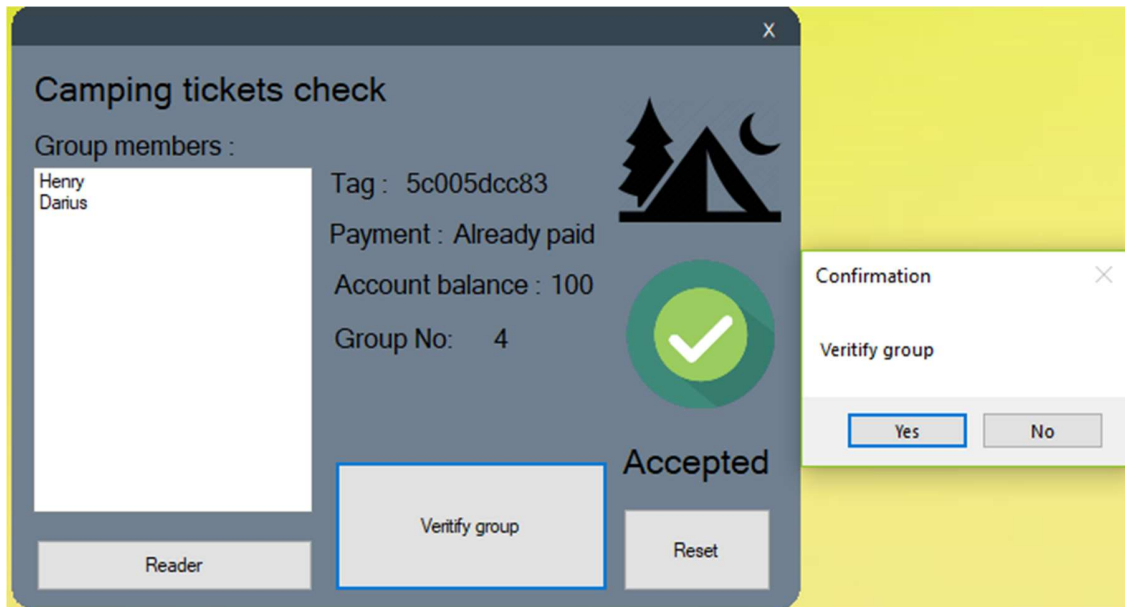
4. **Group of people who reserved the spot but didn't pay.** View like this:



The person who has scanned, will pay the payment for all group camping if you press “Yes” following after “Pay for group”.

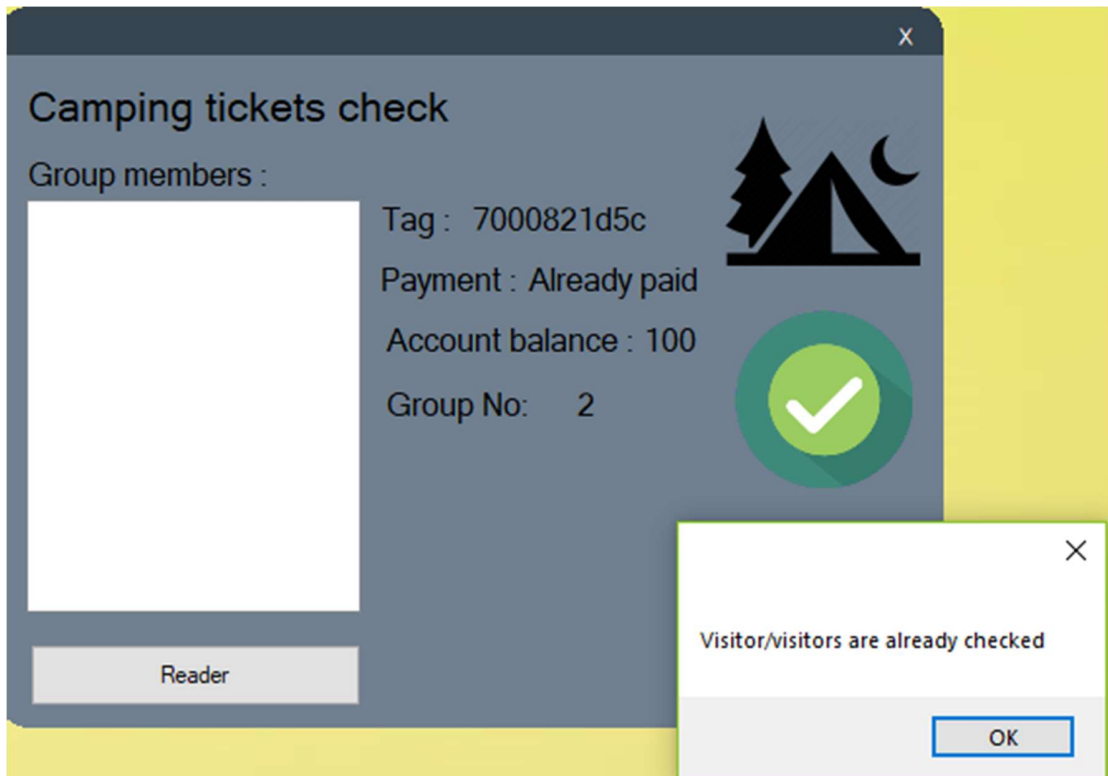
After confirming, all members of group are marked that they're inside.

5. **Group of people who already payed for camping.** View like this:



They can only be verified, nothing more, since they already payed.
After confirming, all members of group are marked that they're inside.

6. When person already went at least once through the entrance of camping and can go without any restrictions. View like this:



You can let person go to/out of camping without any check.

Chapter 7. Shop Application.

Using this application you can sell products from shops by scanning people's RFIDs.

This is the initial view:

The screenshot shows a web application interface for a shop. It has a dark blue header bar with a close button (X) in the top right corner.

Select product : This section features a grid of green buttons for product selection. Each button has a product name and a corresponding price tag below it.

Steak	Shoarma	French Fries	Ice Cream	
-	-	-	-	
Coke	Fanta	Vodka	Gin	SiSi
-	-	-	-	-
Sunglasses	t-shirt	Cap	Sticker	
-	-	-	-	

At the bottom of this section, there are two text labels: "First_Name: mynameis" and "Last_Name: mylastnameis". To the right of these labels, the "Balance:" is displayed as "0 Euro".

Shopping cart: This section is located on the right side of the interface. It features a shopping cart icon and the title "Shopping cart:". Below the title is a white rectangular area containing the text "Steak X 1". At the bottom of this section, there are three buttons: a green "Enable To Scan User" button, a red "Check out" button, and two red buttons labeled "Cancel" and "Generate Receipt".

Now you need to press “Enable to Scan User”. After successfully detecting one of the user you will unlock some functionalities (Check out, cancel).

The screenshot displays a POS system interface with a dark blue header and a light blue background. The interface is divided into two main sections: "Select product :" and "Shopping cart:". The "Select product :" section features a grid of green buttons for various items: Steak, Shoarma, French Fries, Ice Cream, Coke, Fanta, Vodka, Gin, SiSi, Sunglasses, t-shirt, Cap, and Sticker. Each button has a corresponding quantity input field below it, currently showing a dash (-). At the bottom of this section, the user's information is displayed: "First_Name: Steven" and "Last_Name: Foster" on the left, and "Balance: 100 Euro" on the right. The "Shopping cart:" section, located on the right, has a shopping cart icon and shows "Steak X 1" in the cart list. Below the cart list are three buttons: "Enable To Scan User" (green), "Check out" (green), and "Cancel" (green). A red button labeled "Generate Receipt" is positioned to the right of the "Cancel" button. A close button (X) is visible in the top right corner of the interface.

Select product :				Shopping cart:	
Steak	Shoarma	French Fries	Ice Cream	Steak X 1	
-	-	-	-		
Coke	Fanta	Vodka	Gin	SiSi	
-	-	-	-	-	
Sunglasses	t-shirt	Cap	Sticker		
-	-	-	-		
First_Name: Steven Last_Name: Foster				Balance: 100 Euro	
				Enable To Scan User	
				Check out	
				Cancel	Generate Receipt

Now you can always **cancel** if user changes his mind and reset all information.

Now if user decides he wants selected items, you press **check out** and unlock the last functionality “Generate Receipt” so you can get receipt on customer’s request.

After clicking **receipt button, the receipt is saved** in your computer’s desktop as receipt.txt.

The screenshot shows a web application interface with a dark blue header and a light blue body. The interface is divided into two main sections: "Select product :" and "Shopping cart:". The "Select product :" section contains a grid of green buttons for various items: Steak, Shoarma, French Fries, Ice Cream, Coke, Fanta, Vodka, Gin, SiSi, Sunglasses, t-shirt, Cap, and Sticker. Each button has a corresponding price field below it, all showing a dash "-". At the bottom of this section are input fields for "First_Name:", "Last_Name:", and "Balance:" with a "Euro" label. The "Shopping cart:" section features a shopping cart icon, a large empty white box for the cart contents, and three buttons: "Enable To Scan User" (green), "Check out" (red), and "Cancel" (red). A "Generate Receipt" button (green) is also present at the bottom right.

Select product :				Shopping cart:		
Steak	Shoarma	French Fries	Ice Cream			
-	-	-	-			
Coke	Fanta	Vodka	Gin			SiSi
-	-	-	-			-
Sunglasses	t-shirt	Cap	Sticker			
-	-	-	-			
First_Name: _____				Balance: _____		
Last_Name: _____				Euro		
				Enable To Scan User		
				Check out		
				Cancel		
				Generate Receipt		

More comprehensive guide:

Buying items and quantity of them

Press to add

Press to minus

Shopping cart:

Sunglasses X 1
Coke X 2
Fanta X 2

Enable To Scan User

Check out

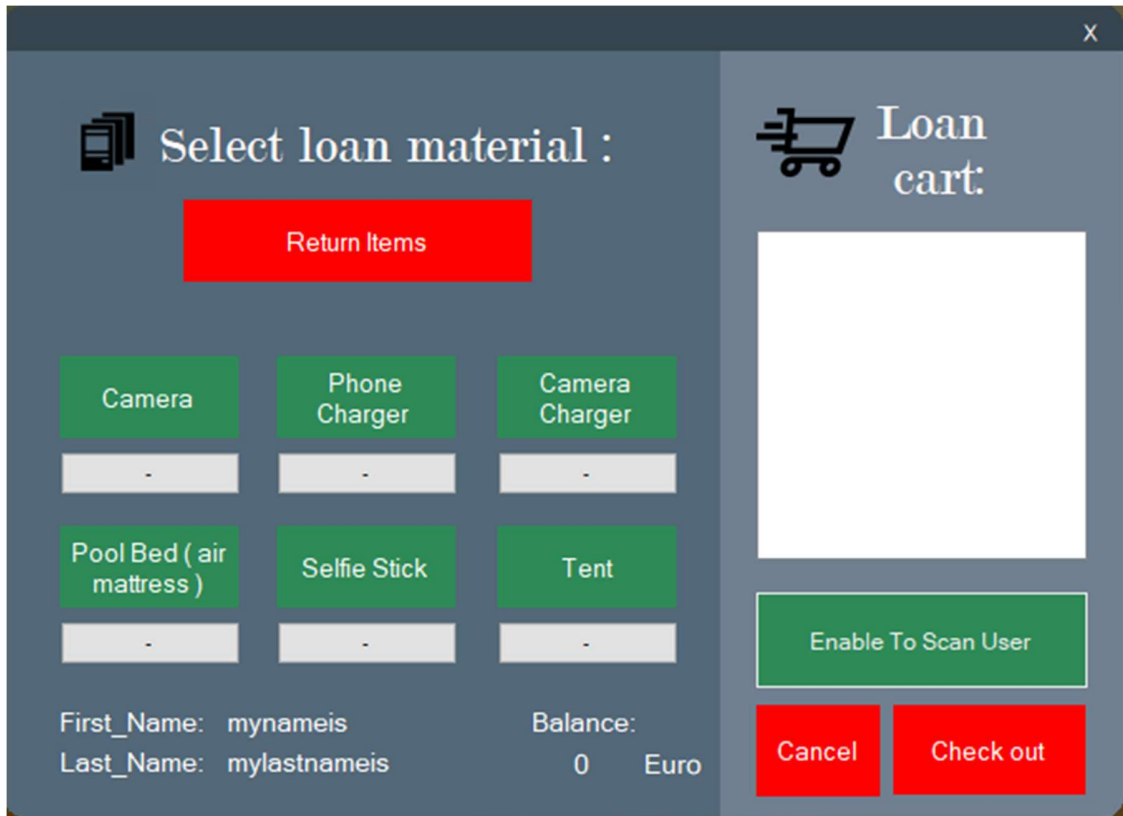
Cancel

Generate Receipt

If there's not enough of product in shop, button will go gray and will become impossible to add to shopping cart

Chapter 8. Loan Stand Application.

When first you open application you see this:

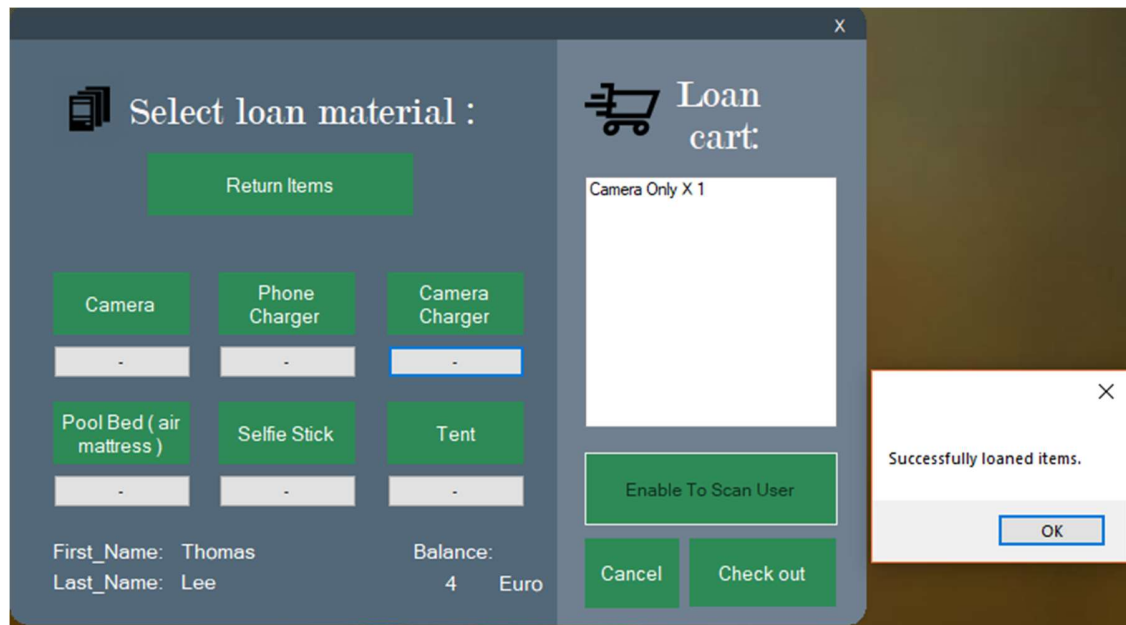


The screenshot shows a software interface for a loan stand application. It is divided into two main panels. The left panel, titled 'Select loan material :', contains a red 'Return Items' button at the top. Below it is a grid of six green buttons for selecting items: 'Camera', 'Phone Charger', 'Camera Charger', 'Pool Bed (air mattress)', 'Selfie Stick', and 'Tent'. Each button has a corresponding white input field below it, all containing a hyphen '-'. At the bottom of this panel, it displays 'First_Name: mynameis' and 'Last_Name: mylastnameis'. The right panel, titled 'Loan cart:', features a large white rectangular area for the cart. Below this is a green button labeled 'Enable To Scan User'. At the very bottom of the right panel are two red buttons: 'Cancel' and 'Check out'. The overall background is a dark grey-blue.

Select loan material :			Loan cart:	
<div>Return Items</div>				
Camera	Phone Charger	Camera Charger	<div>Enable To Scan User</div> <div>Cancel</div> <div>Check out</div>	
-	-	-		
Pool Bed (air mattress)	Selfie Stick	Tent		
-	-	-		
First_Name: mynameis				
Last_Name: mylastnameis				
Balance: 0 Euro				

Functionality is similar to shop application. (adding, subtracting items are identical).

Press button “**Enable To Scan User**”. After pressing it, somebody scanned his RFID, you see more buttons got green (unlocked).



Now you can select items and press Check Out to get “Successfully loaned items” message **in case user doesn't have loans so far.**

In case he has loans, message show up: **user has to give back items first.** And then you can press “**Return items**” button which will provide information what visitor has to give back, so employee can confirm.

