

Game Plan App

User Guide

The Game Plan app has the following modules:

1. Contact Manager
2. Event Manager
3. Files
4. Maps

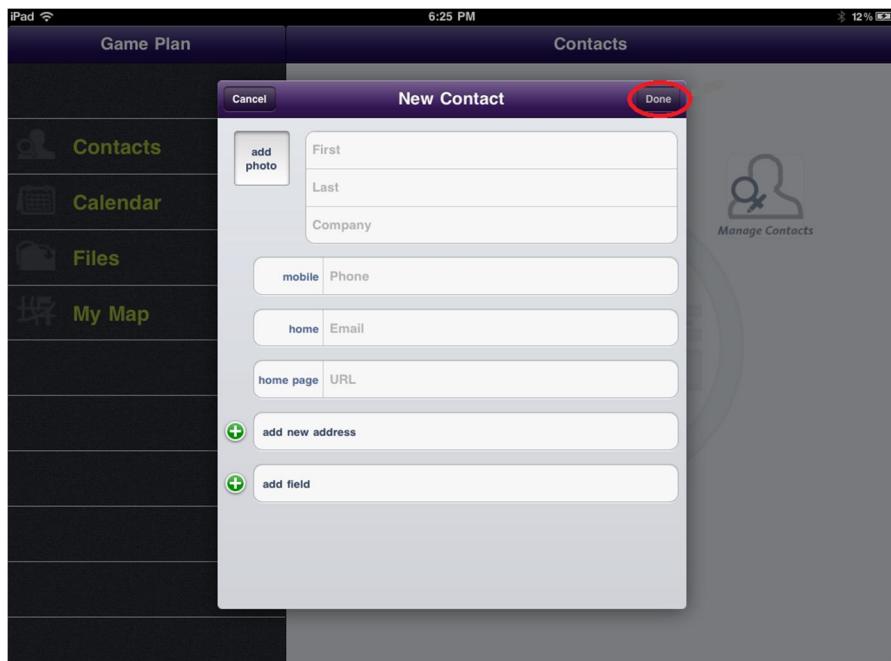
Contact Manager:

The contact manager enables the user to add, edit and delete contacts. Tapping on contacts button on the left side of the screen gives you the various options available in this module.

Adding a contact:

Tap on the “Add Contacts” button which brings a pop-up on the screen. Here you can give various details related to a specific contact i.e., first and last names, email addresses, mobile number, adding a picture address and also you can add a custom field by selecting from a list of predefined fields or your own field. If you are finished, press the “Done” button in the pop-up which saves the contact and its details.





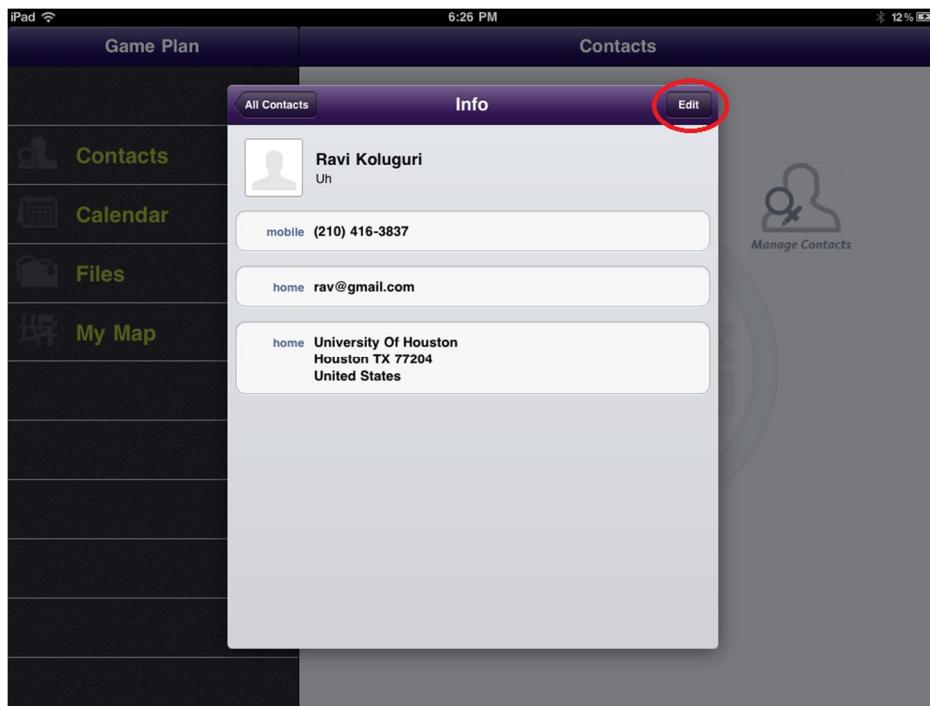
If you want to cancel adding a contact, you can do this at any stage, just by tapping on the cancel button.

Viewing all contacts:

You can view all the contacts in the address book by tapping the “View Contacts” button.

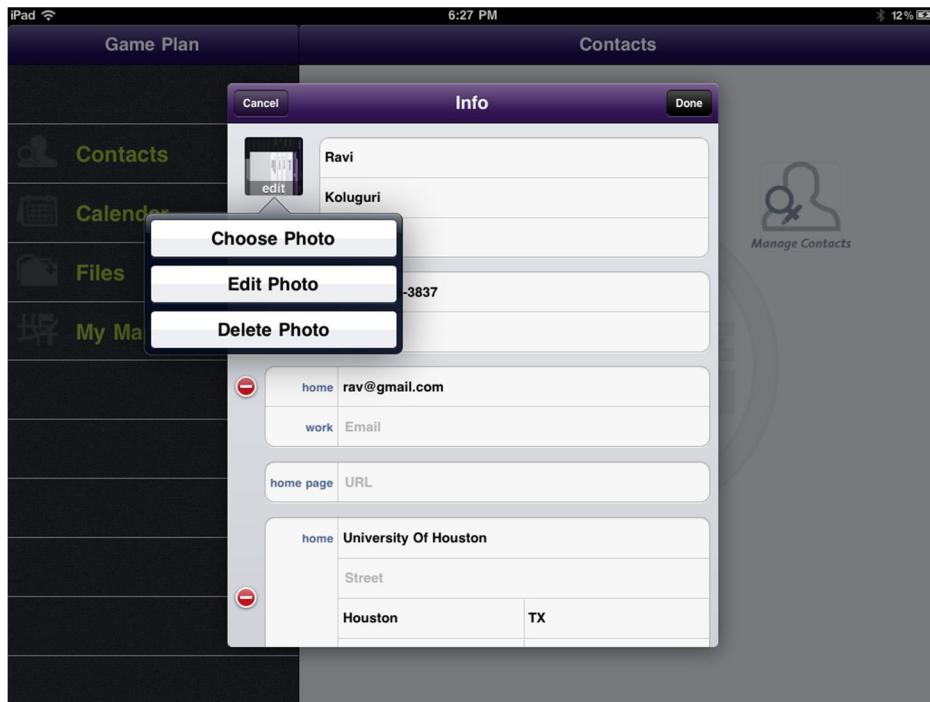
Editing a contact:

Tapping on the “Manage Contacts” button takes you to the screen where you can edit a contact. Select the contact you want to edit and then tap the “Edit” button on the upper-right corner of the pop-up. Now you can change the details of that particular contact.



If you want to delete a field in its entirety just tap on the button which brings a “Delete” button in that field, and tapping this deletes the entire contents of the field.

You can edit/delete a contact picture previously assigned by tapping on the image in the pop-up which shows three options: choose photo, edit photo and delete photo. Tapping the required button does your task.



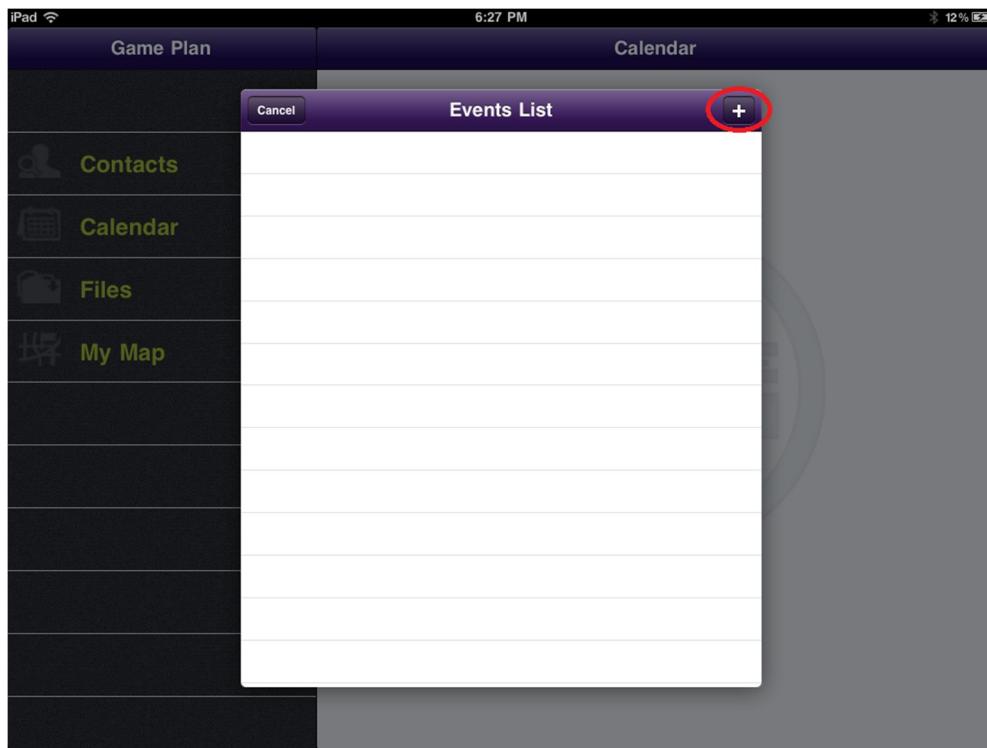
You can cancel out at any stage of editing a contact just by pressing the cancel button.

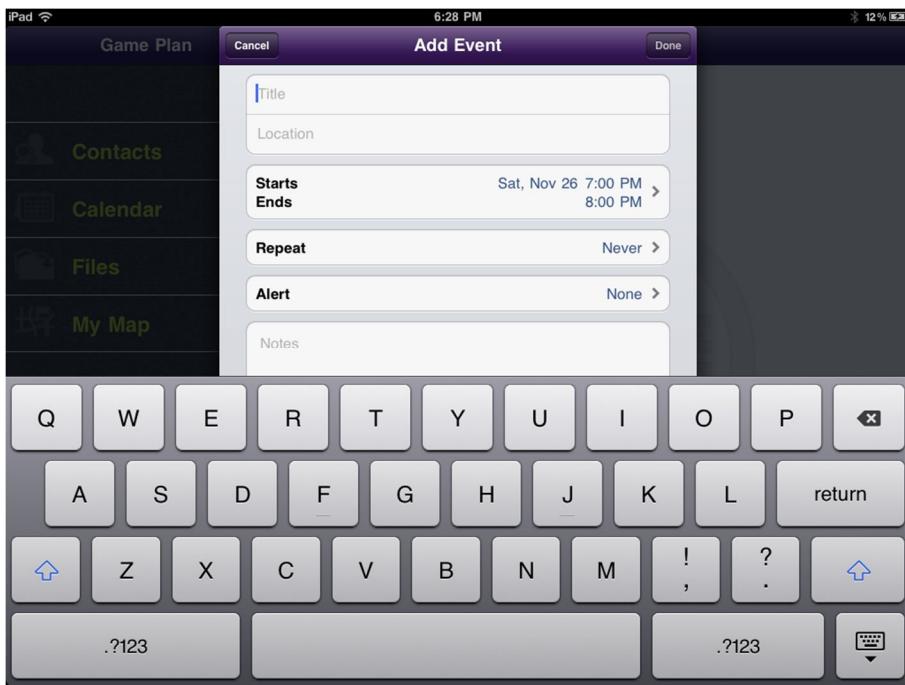
Event Manager:

Event manager is used to create new events, modify them accordingly to the need of the user. Tapping on the “Calendar” button opens up the screen with the “Event Manager” button, tapping which takes you to the screen where you can create, modify and delete an event.

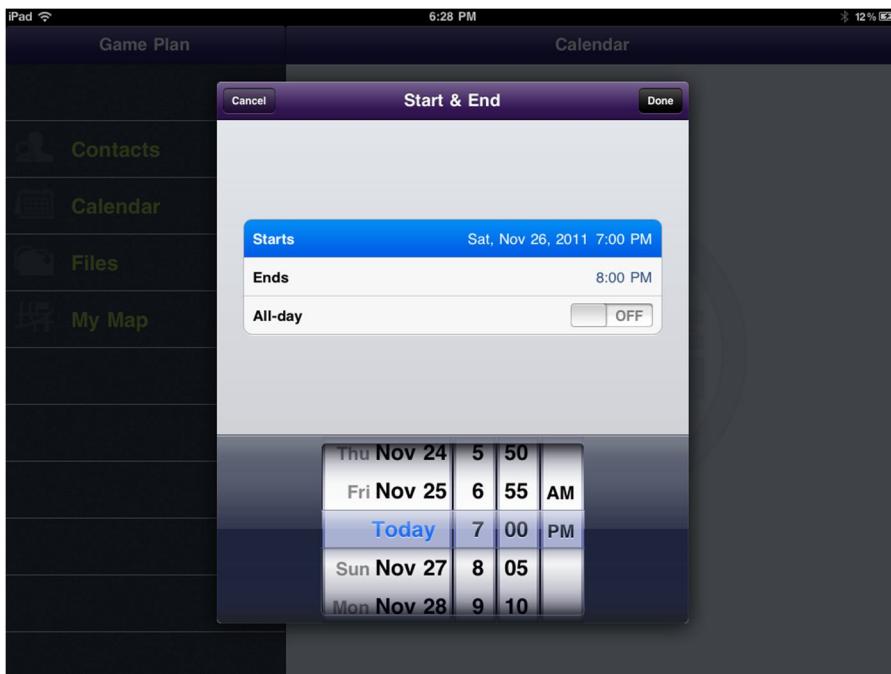
Adding an event:

When you open the “Event Manager”, it brings a pop-up where you can create a new event by tapping on the “+” button on the upper-right corner of the pop-up. In the next screen you can give the event title, location of the event, starting and ending date and time, repeat the event or not and the time before which you want to be alerted. You can also add a notes specific to an event. Then you can press the “Done” button which creates the event.





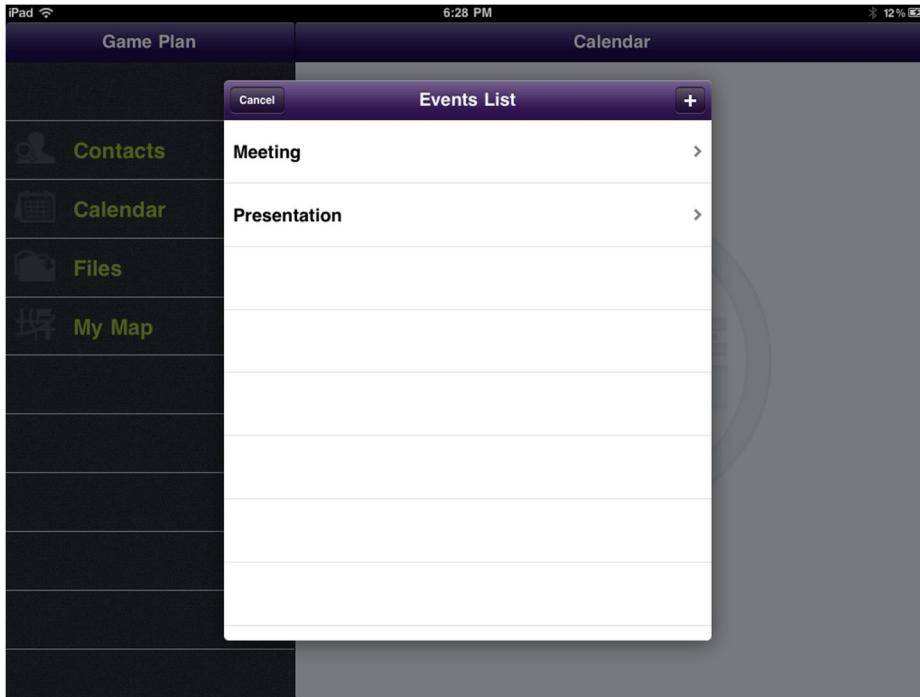
Selecting the “Starts Ends” field opens a screen where you can specify the date and time of the event (Just like you do it in an iPhone). When the screen first shows up you cannot view the bottom of the screen where the date and time picker is present, as it is occupied by the iPad’s default keyboard. Minimising the keyboard solves this.



Viewing an event:

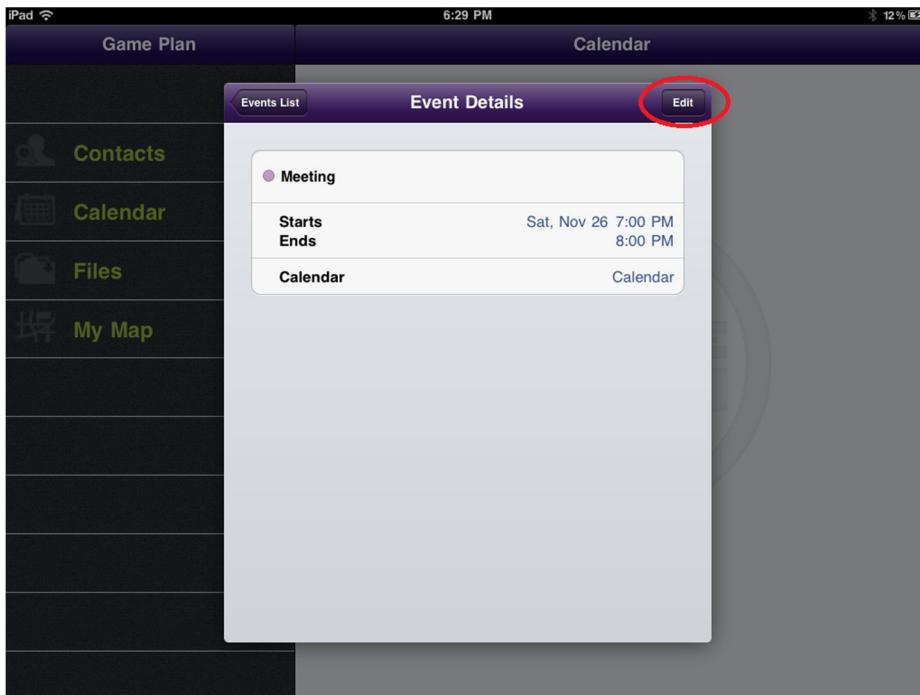
When you open the Event Manager, the list of all the events is shown in a list form. You can view the details of an event by tapping on that event.

You can go back to the list of events by tapping on the “Events List” button present on the uppermost-left corner of the screen.



Editing an event:

After viewing the event, you can edit it by tapping on the “Edit” button on the upper-right corner of the screen. Here you can change the various details related to that event and also delete the event just by tapping on the “Delete Event” button present at the bottom of the screen.



You can cancel performing any of these tasks at any stage by tapping the “Cancel” button on all the screens.

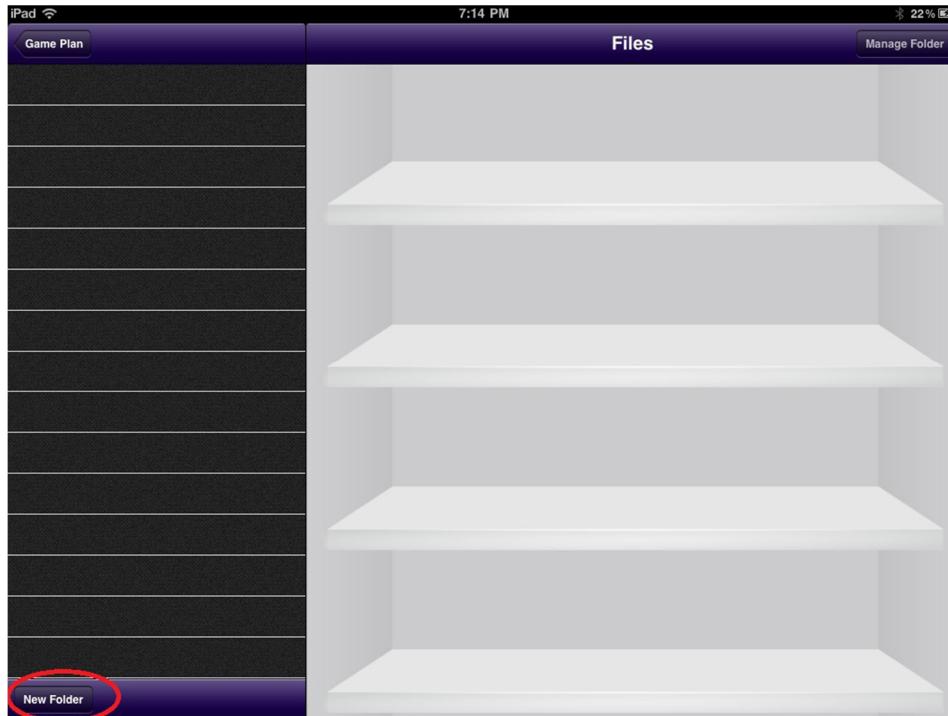
Files:

This module helps the user to organize the files effectively and work around with them more easily. He/she can organize the files specifically of one type into a folder which makes it much easier when there are a lot of files.

Once you tap the “Files” button in the homepage, a screen with two views appear. The left side of the screen shows all the folders present and the right side view, when tapped on a specific folder shows the various files in that folder arranged into various shelves.

Creating a Folder:

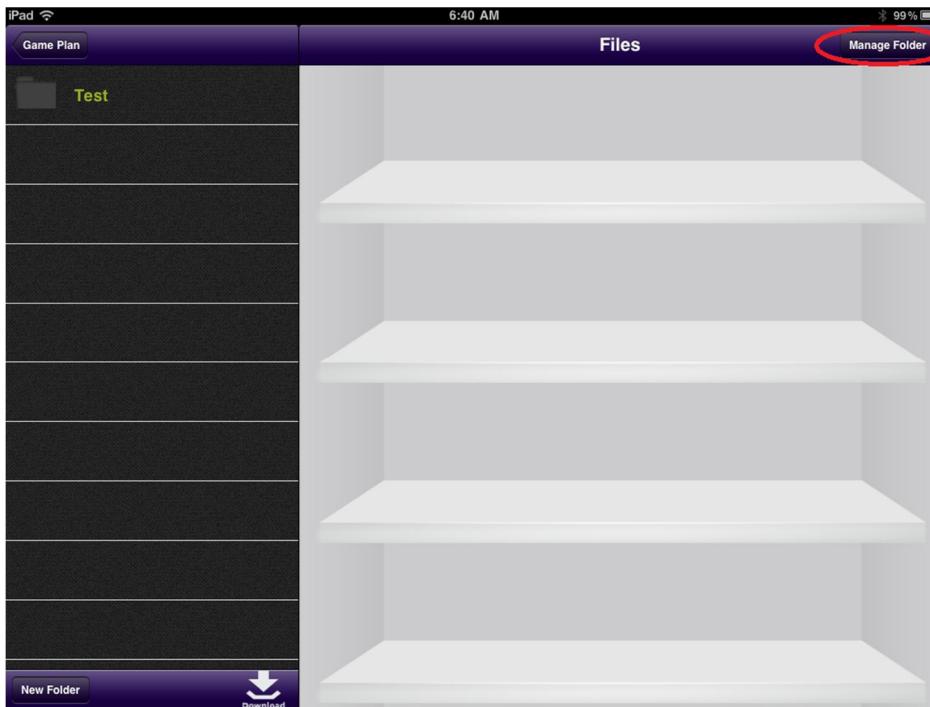
Just below the right side view where you can see the list of all folders is the button “New Folder”. Tapping on this button opens a pop-up where it prompts the user to give the name for the folder. Pressing “Ok” creates a new folder.



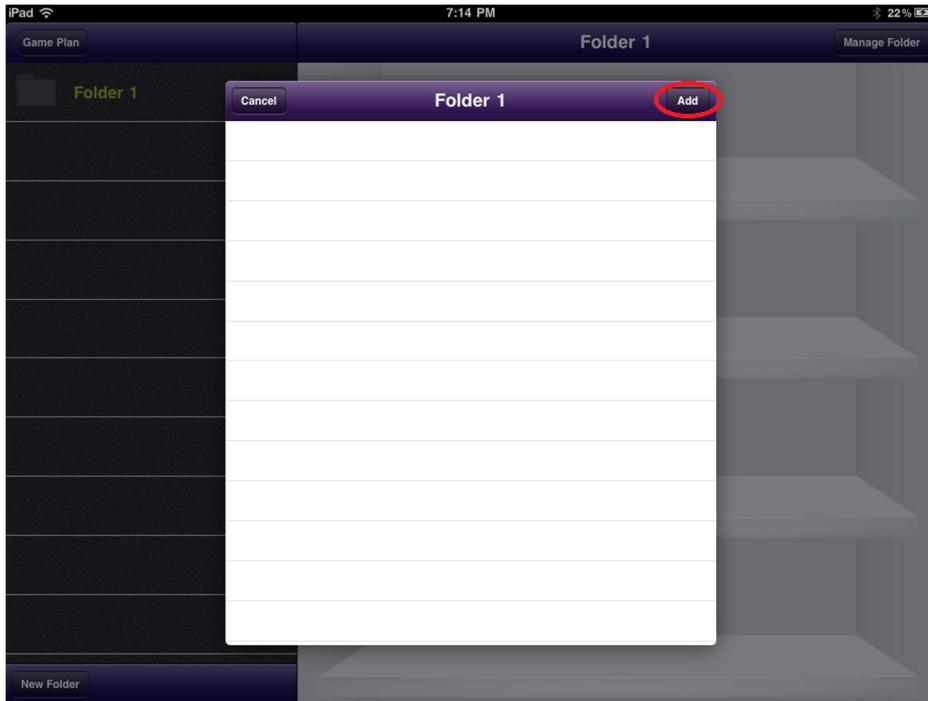


Adding files to a folder:

Tapping on the specific folder takes the control to the folder and then the user can add files to the folder. There is a “Manage Folder” button in the uppermost-right corner of the screen which when tapped opens a new screen that shows the folders contents. If its empty, an empty list is shown.



Tapping the “Add” button on the new screen brings a list of all the files present and the user can select the file that needs to be added to the folder (one file at a time).

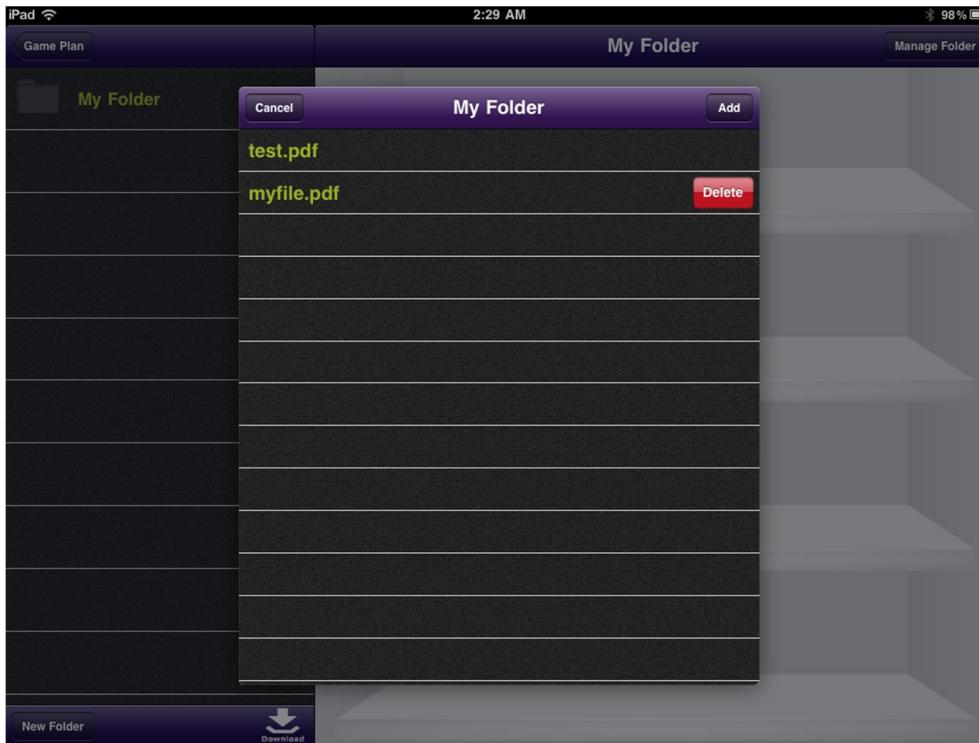


All the files in a folder are shown organized in the form of shelves.



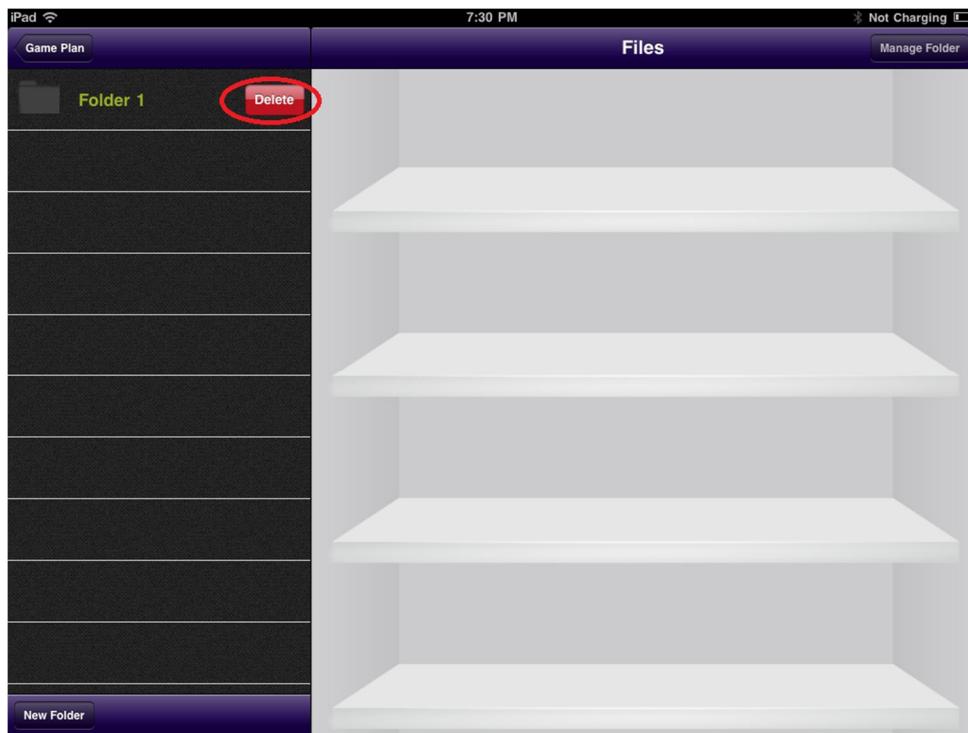
Deleting files from the folder:

When you tap the “Manage Folder” button, a screen with the list of all the files in the folder comes up. Place your finger on the file you want to delete and then swipe to the left or right which bring the delete option. Tap the “Delete” button and the file is deleted from the folder.



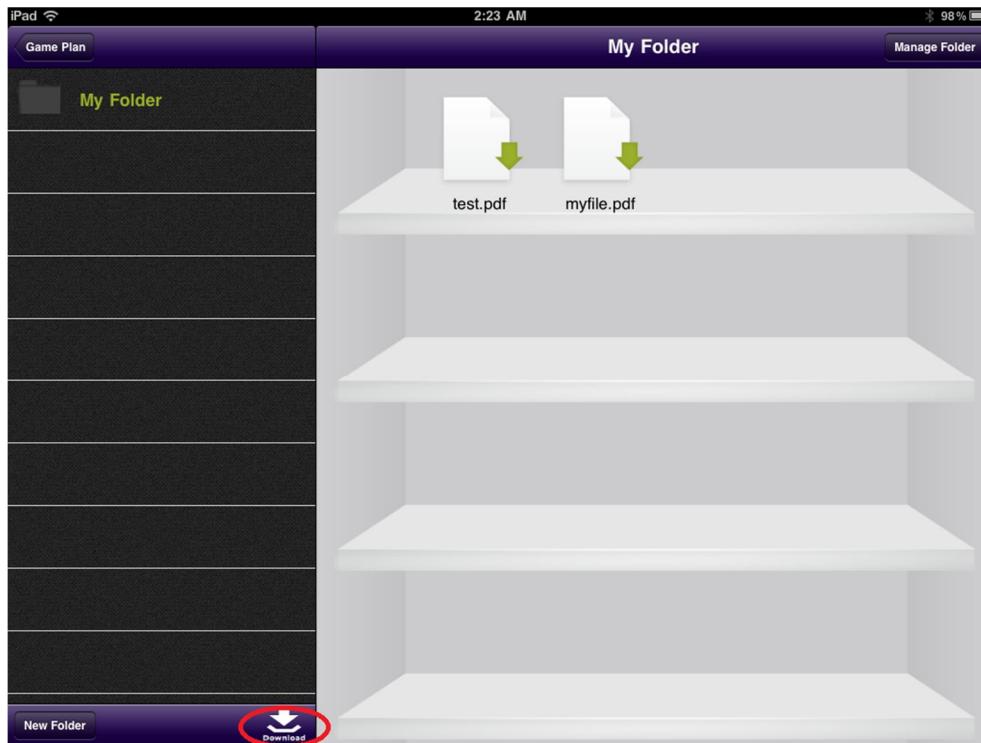
Deleting a folder:

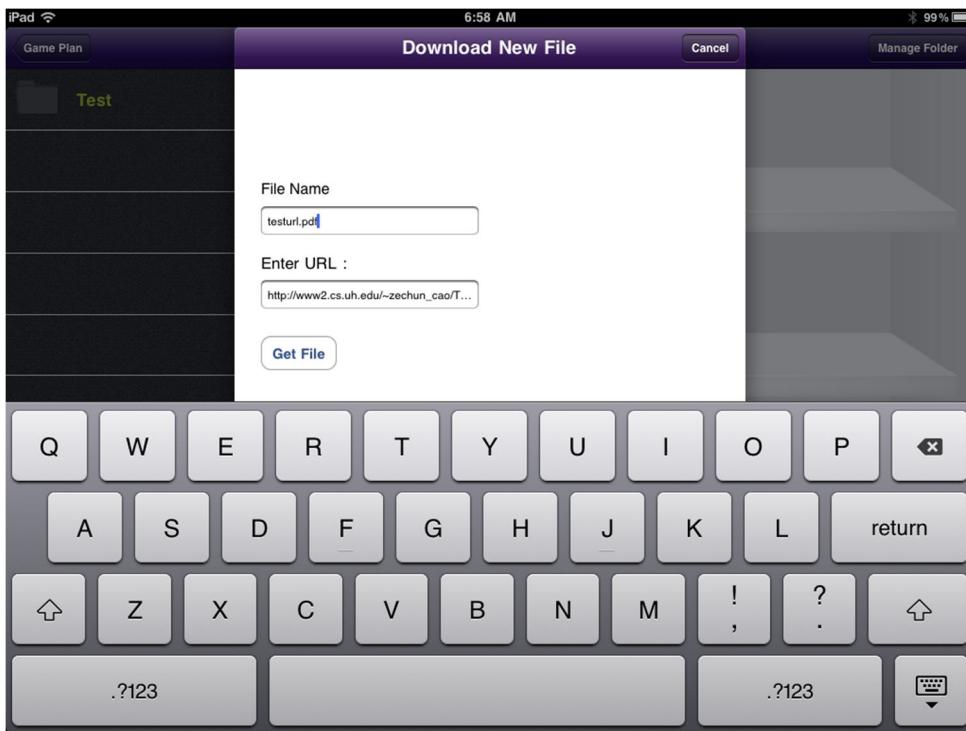
Its just the same way as you delete the files in a folder. Place your finger on the folder you want to delete and then swipe to the left or right which shows the delete option. Tap the “Delete” button and the folder gets deleted.



Downloading a file from a given URL:

The user can specify the specific url where the file he needs is present and the file will be downloaded to the file system. He can view it in the list of all the files and can add it to the folder of his choice





When you open a file, you can see certain buttons at the bottom of the screen each one with a different functionality.

The first button among all these buttons is the back button which takes you to the previous screen i.e., the screen that shows the folder contents.

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How to run an experiment?

September 25, 2007

This tutorial describes various aspects of an experiment using Cougar^2 framework. Especially we will concentrate on experiments using Region Discovery Framework.

To create your experiment create a package in examples.experiment package in the folder src/examples/java. Add your datasets, dataset specification files and experiment files to this package.

1 Datasets

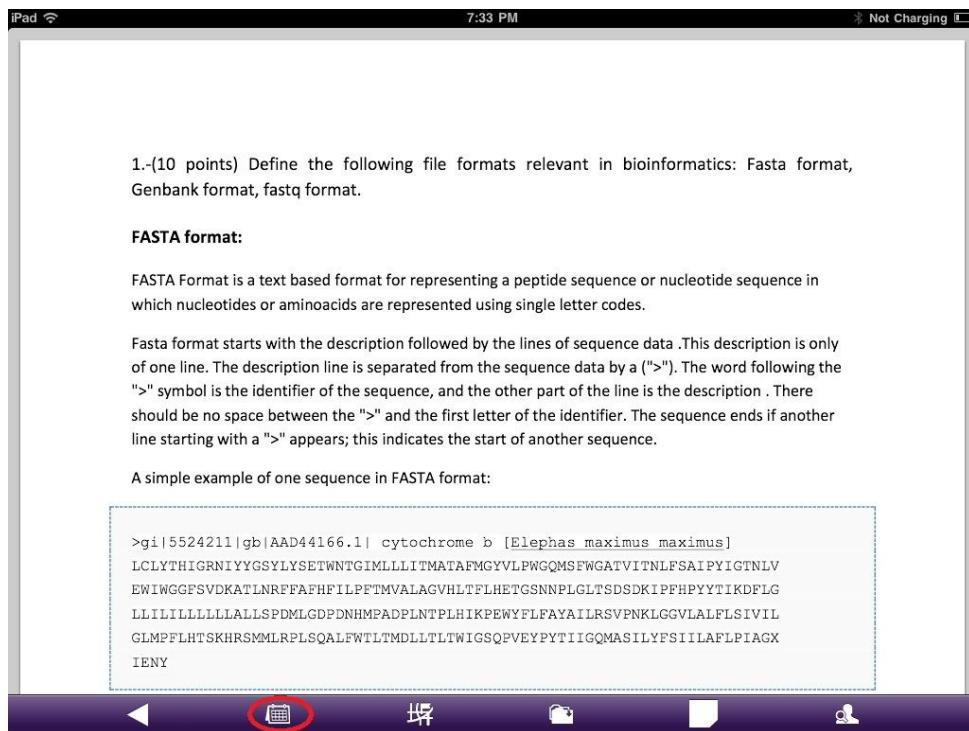
An experiment will require several datasets. All the datasets have to be converted to Cougar^2 data format. Easiest format to use is CSV (Comma Separated Value). Using a software like Excel, you can easily convert a dataset to CSV format. A sample dataset is shown in Table 1. The dataset has three attributes: "X", "Y" and "Region". Here "X" and "Y" are data attributes and "Region" is a meta attribute. It means that "Region" is not used by an algorithm itself, but an algorithm assigns value of it and later we can use this attribute to evaluate an algorithm.

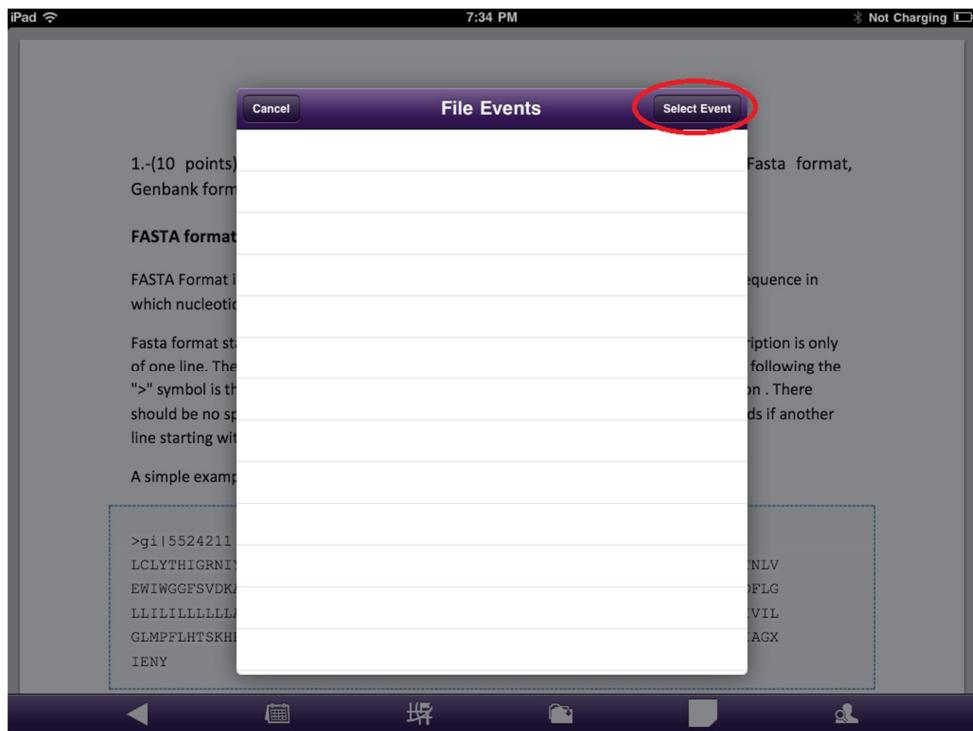
Our dataset is in CSV format with data and meta attributes. To convert it to Cougar^2 format, we will use an XML Dataset specification (spec) file. This XML file will contain details about attributes like, what is the type of attribute, the range of values an attribute can take, whether it is a data or meta attribute etc. Details about the specification can be found in the Javadoc documentation

Various functions you can associate with a file:

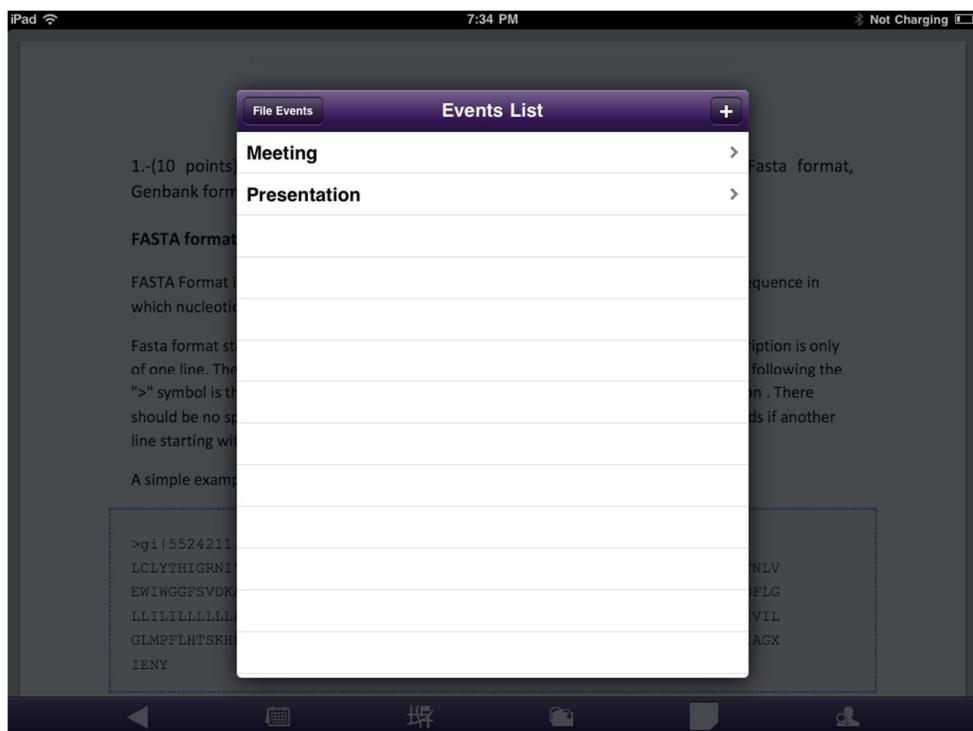
Adding a file to an event:

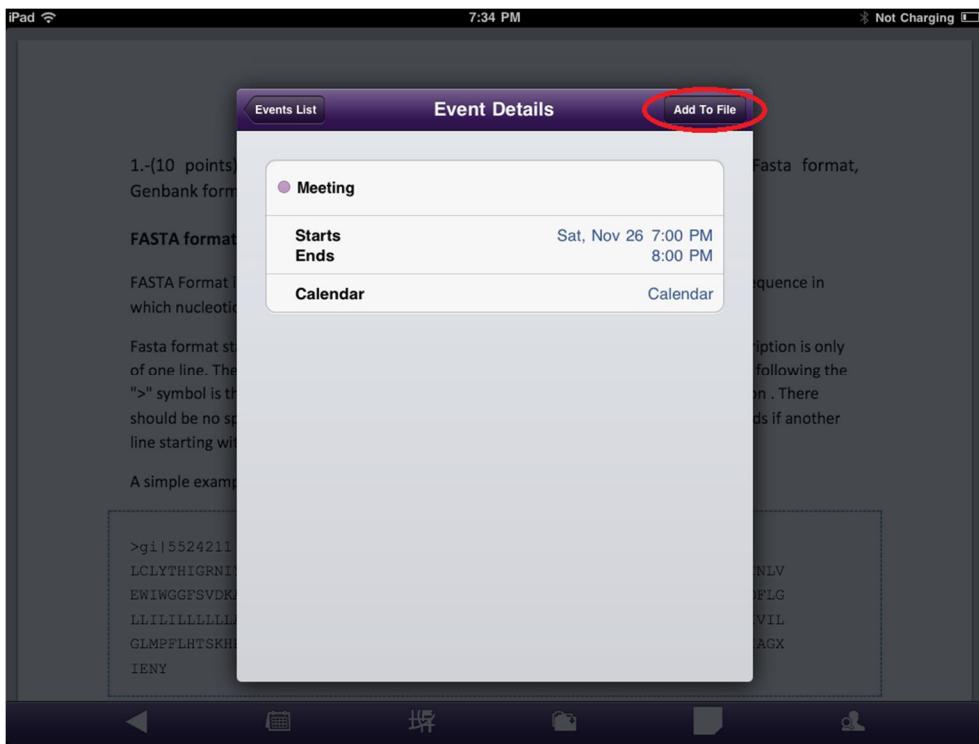
You can associate a file to an event(s) that is/are already added in the Event Manager. Just tap on the button shown below and it brings up a screen with a “Select Event” button, which upon tapping shows the list of all the events present





Select the event you want the file to be associated with. This takes you to the screen with a button “Add To File”. Tap on this button and the files gets associated to that event.





You can associate multiple events to a single file by repeating the above steps every time.

Dissociating the file from a particular event can be done by placing the finger on that event and then swiping to the left or right. This brings up the delete option. Tap this and the file gets dissociated from the event.

Geo-tagging a file:

Geotag a file by tapping on the button shown below.

iPad 2:23 AM 98%

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1 Datasets

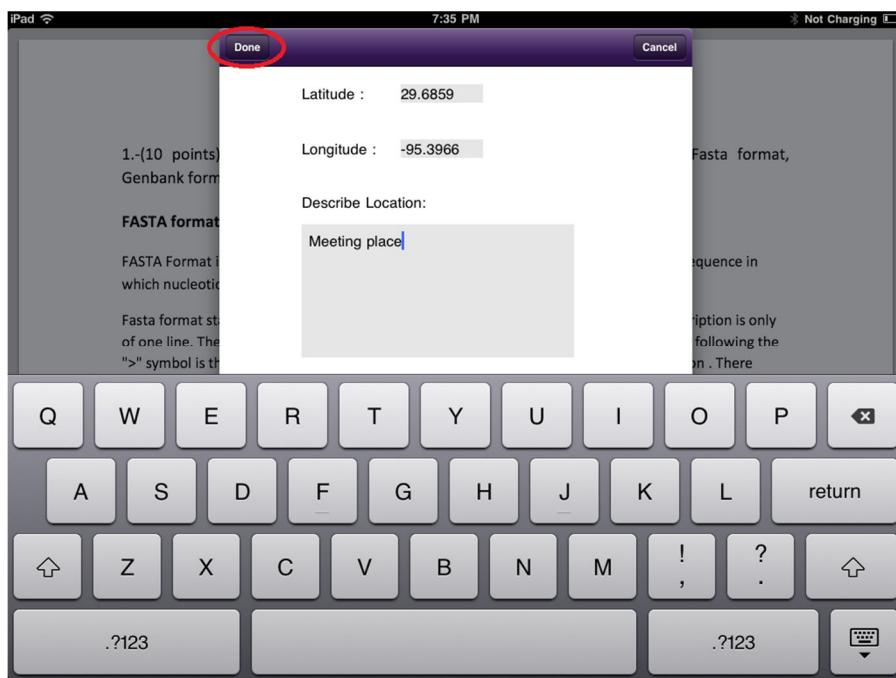
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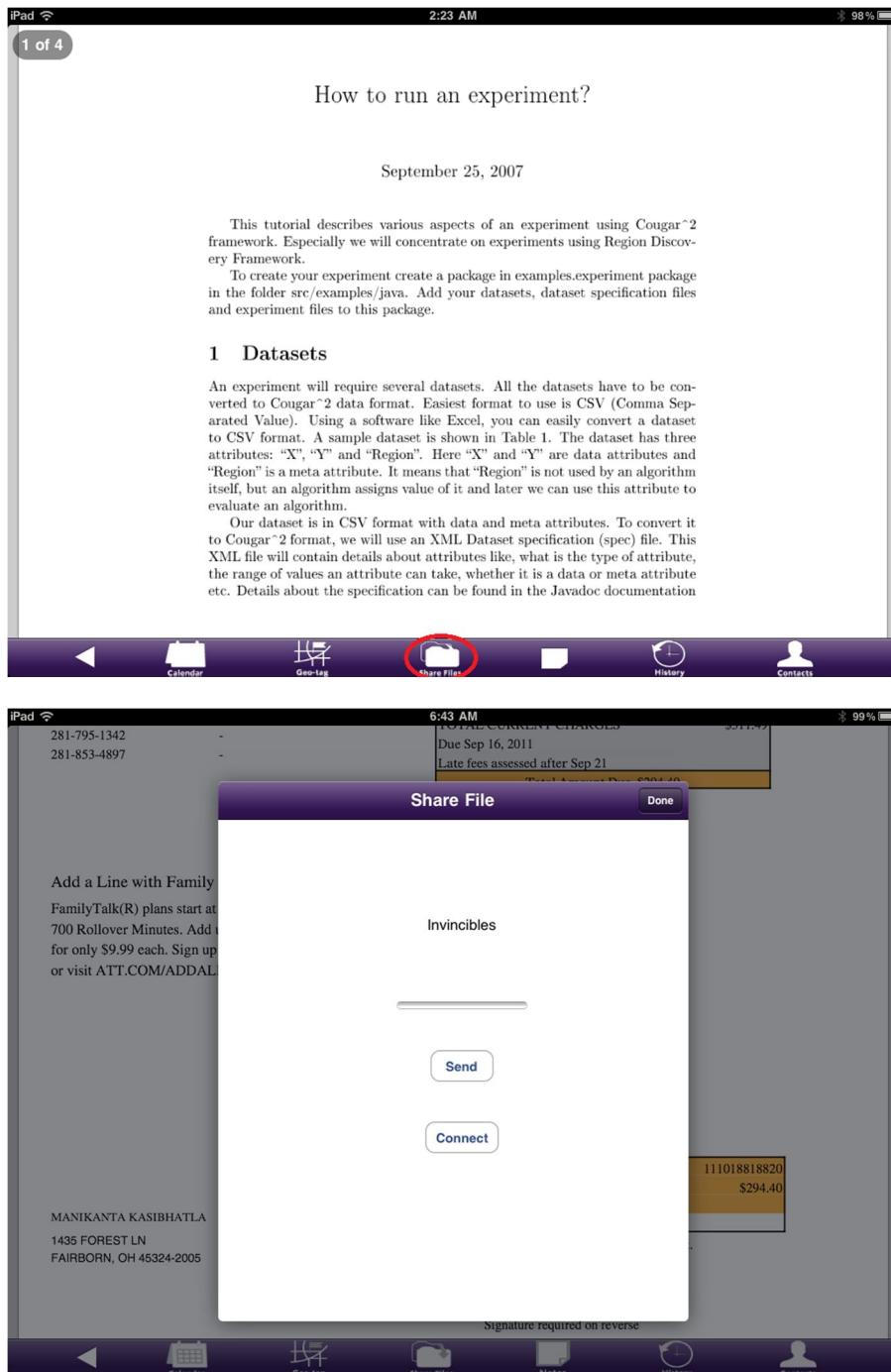
Tapping on this button brings a screen that shows the latitude and longitude of your current location. You can give a description to the location and then press the “Done” button. You can view this later in “My Map” with a dropped pin and tapping on the pin, shows the description.

You can cancel geo-tagging by tapping the “Cancel” button present just opposite to the “Done” button.



Sharing a file using bluetooth:

You can share a file with other users using the iPad's built-in bluetooth. Tap on the following button and it opens up a screen with Send and Connect Buttons



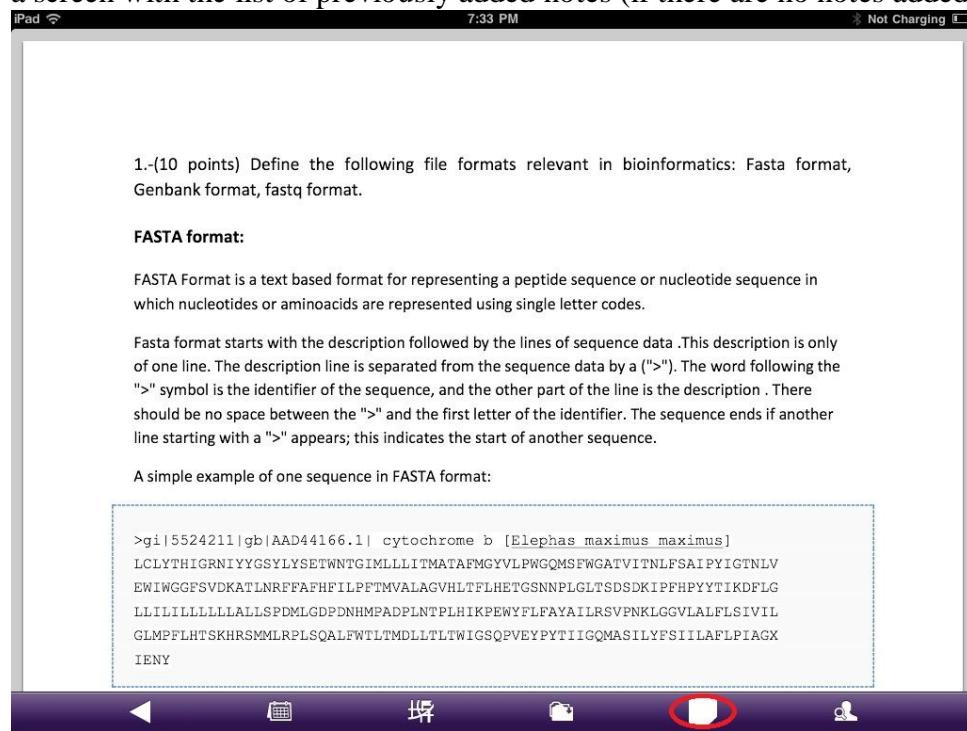
Follow the following steps:

- a) Tap on the “Connect” button first on the iPad from which you want to send the file and then on the other iPad. This shows the list of nearby iPad’s.
- b) Select the iPad to which you want to connect to.
- c) Now tap on the “Send” button which sends the file to the other iPad

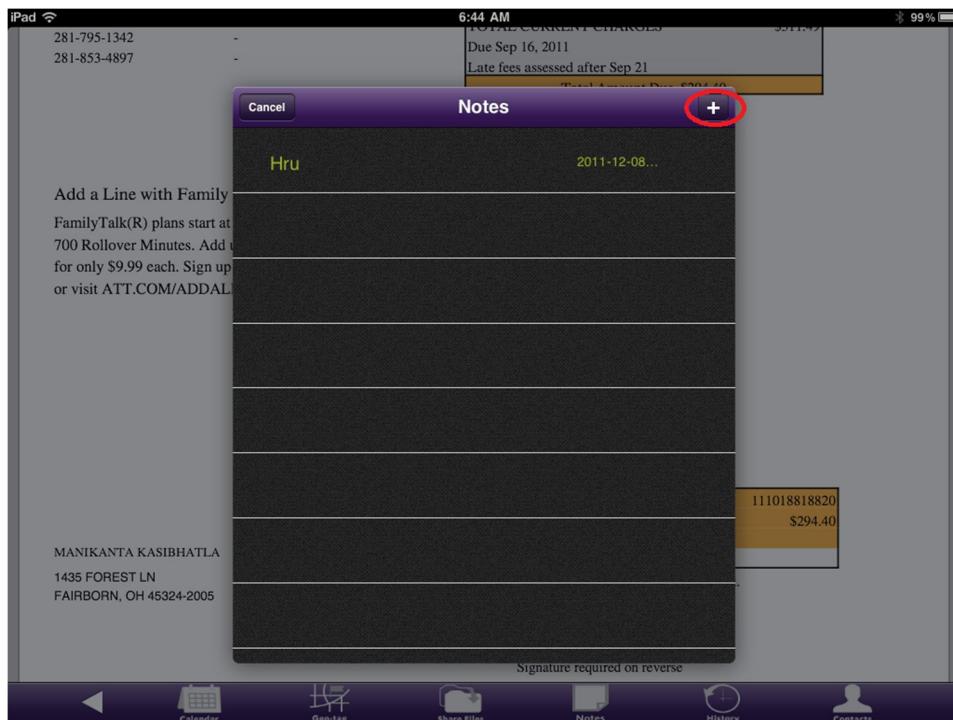
The progress of the file transfer is shown in the progress bar.

Adding Notes to the files:

Notes can be added to the file by tapping on the button shown below. Tapping this button shows a screen with the list of previously added notes (if there are no notes added, empty list is shown).

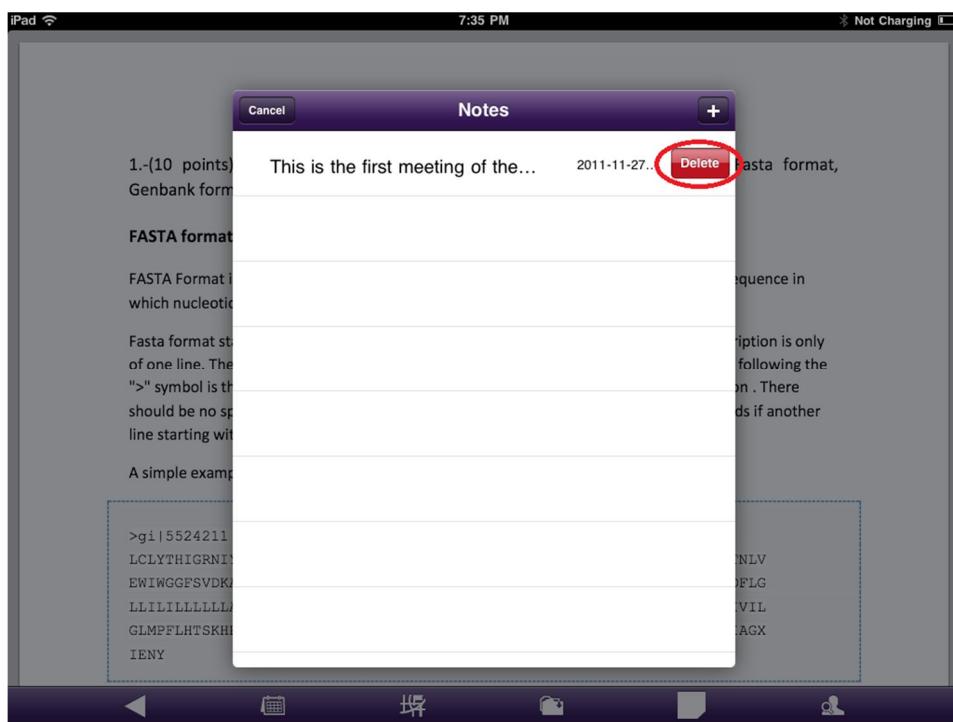


Just tap on the “+” button on the screen which shows a screen with a blank space. Tap anywhere on this space and the keyboard appears. When you are finished typing the notes tap on the “Done” button and this adds the note to the file. The list of notes shows the date and time when you created the notes.



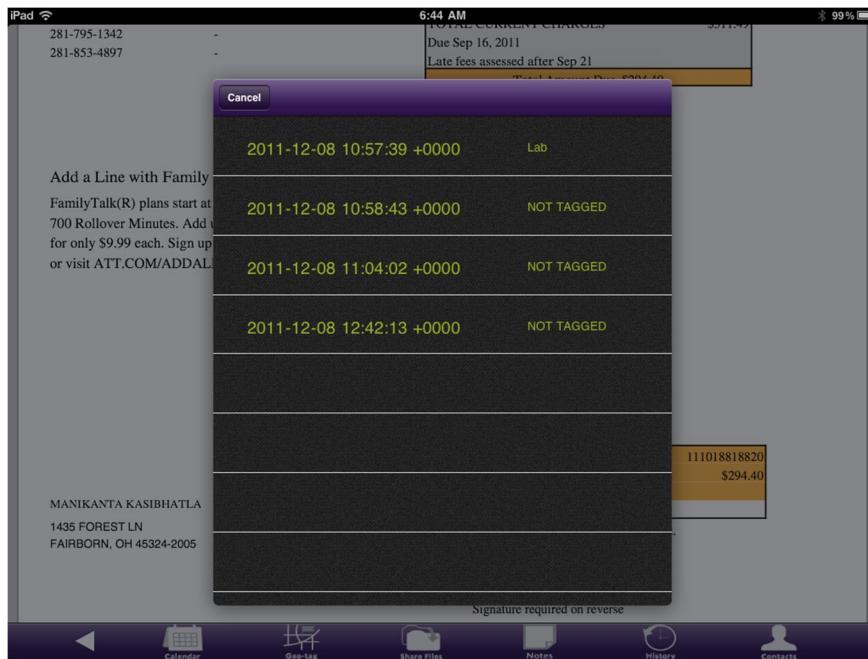
You can cancel this adding of notes by pressing the “Cancel” button.

Various notes can be added to a single file, one at a time. You can also delete the notes from the screen where the list of all the notes are shown. This is done in the same way as in the other modules. Place your finger on the notes you want to delete and then swipe to your left or right to get the “Delete” button. Tapping on this button deletes the notes.



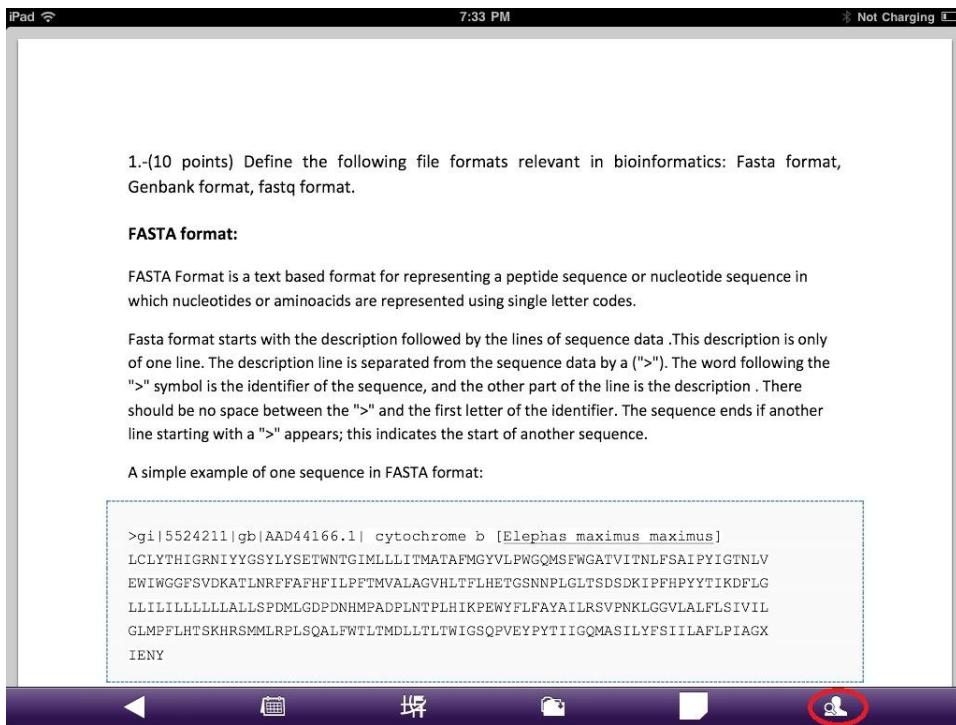
View history of files:

This option gives the user an option to review the entire history of operations performed on a file like geotagging, associating it to contacts and events, etc.,



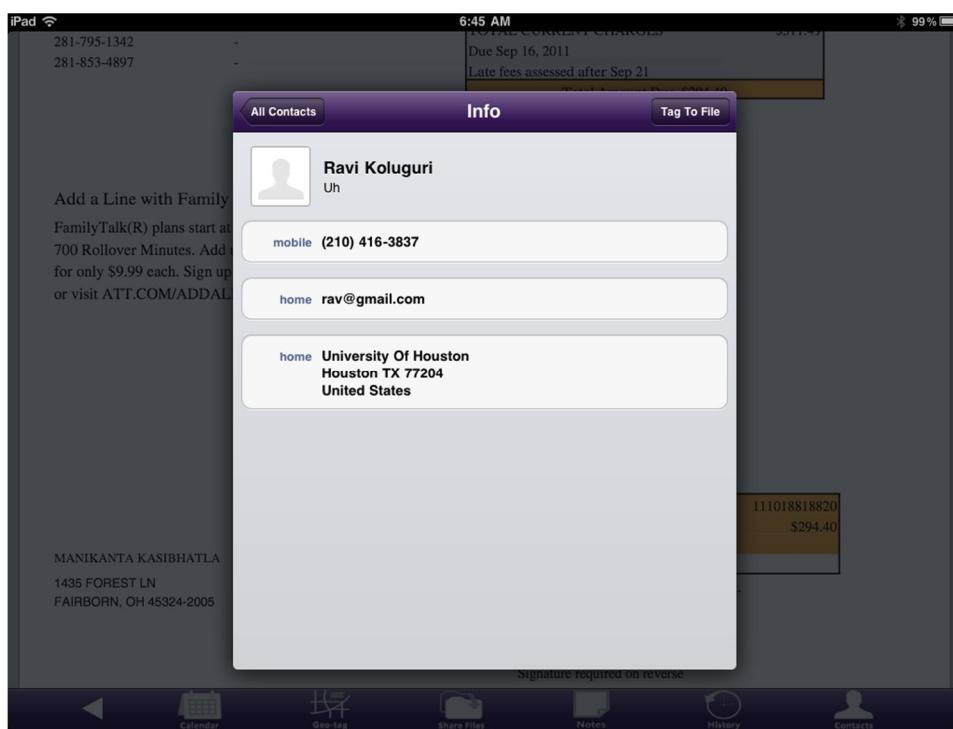
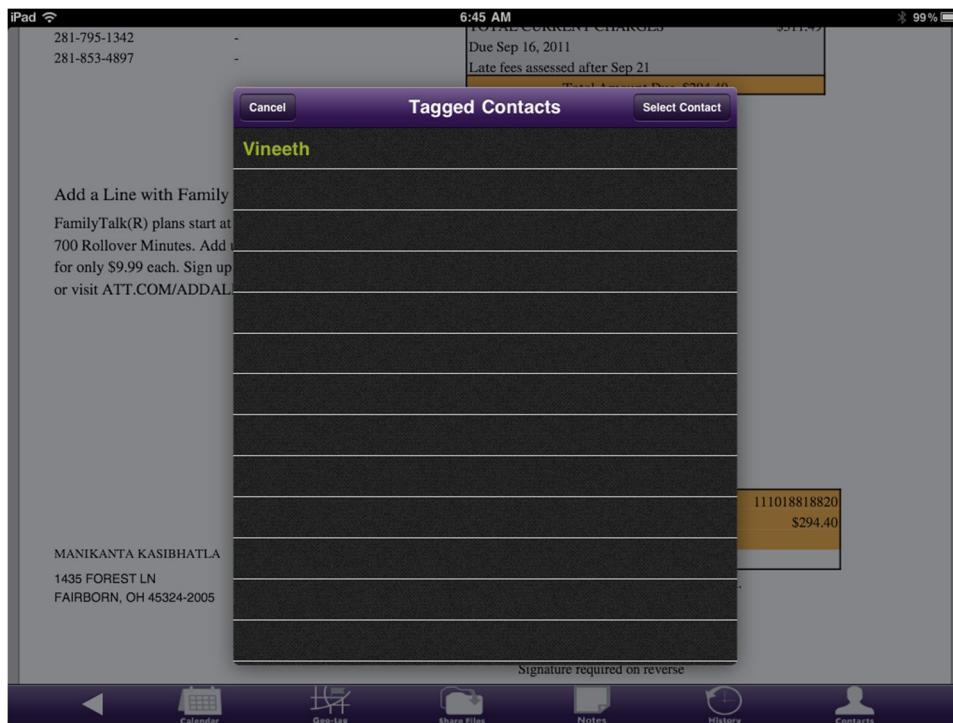
Associating contacts to a file:

You can associate a file to different contacts so that you can view the list of all the persons you are with in a meeting and when you accessed that file. You can do this by tapping on the following button.

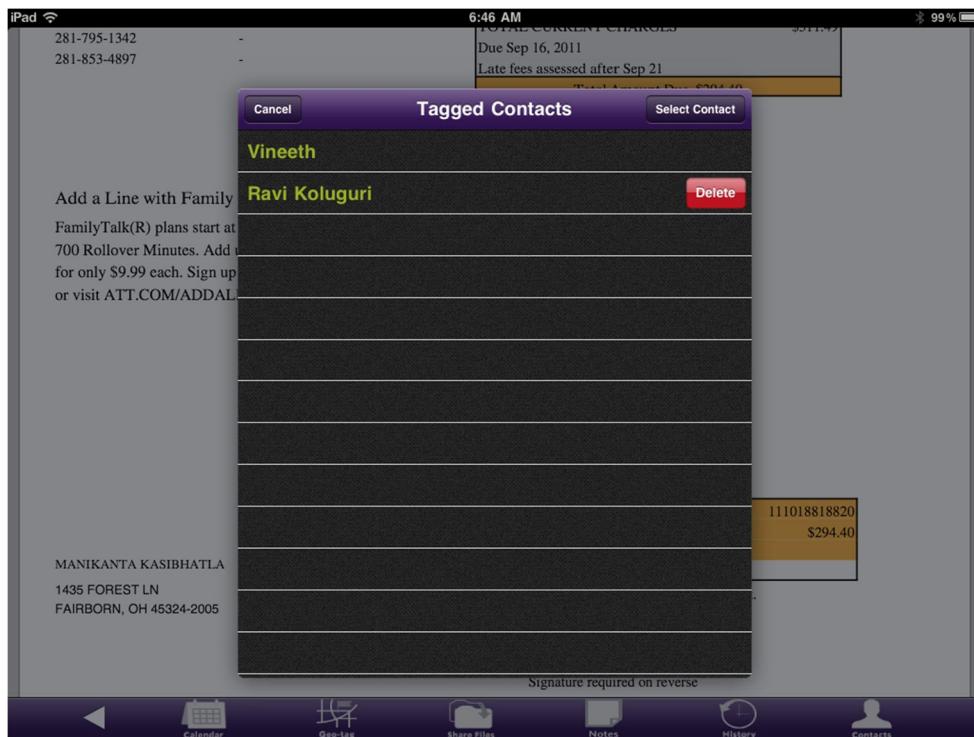


This brings a screen with the list of contacts you have previously associated the file with (an empty list shows up when there are no contacts associated).

Tap on the “Select Contact” button and this shows all the contacts in your address book. Select the contact and this takes you to the screen that shows the entire details of the contact along with the buttons “Tag To File” and “All Contacts”. Pressing the former button associates the file to the contact and the latter one takes you to the previous screen i.e., the screen with the list of all contacts.



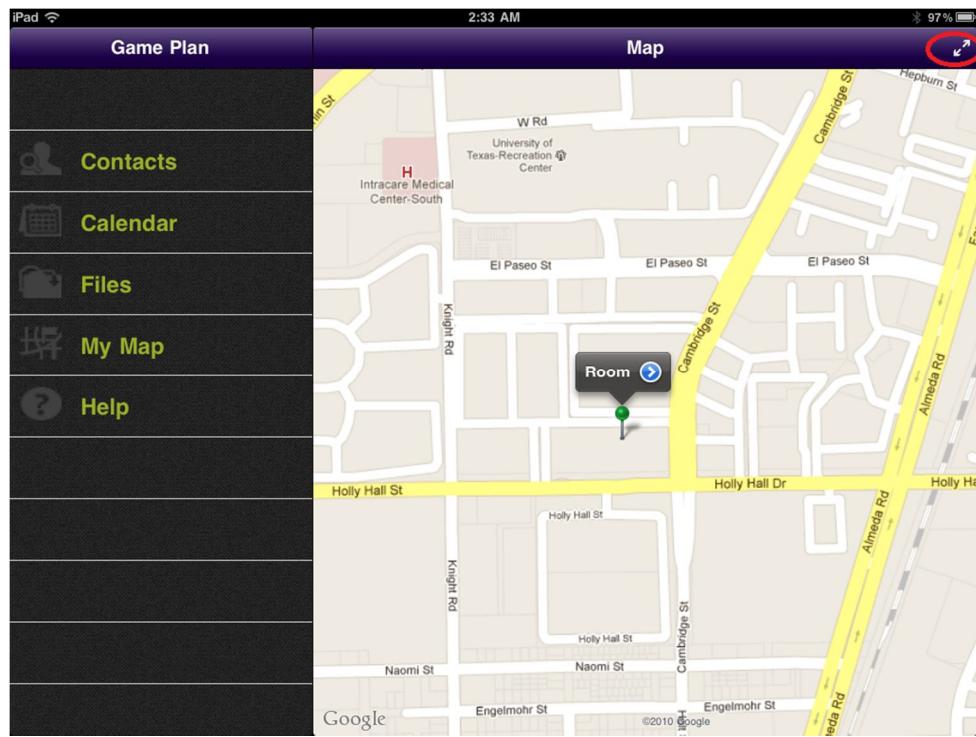
Once you are done with this press the “Cancel” button and this takes you to the normal file view. Deleting a contact associated with a file is the same way as we deleted in the previous modules. Place your finger on the contact you want to dissociate the file from and then swipe to the left or right, This brings the delete option, tapping which does your task.



Maps:

You can enter the maps by tapping the “My Map” button in the menu. This opens up the map where you can see the various places where you have geo-tagged the files previously. All these places are shown in the form of dropped pins. Tapping on a pin shows the description you have given while geo-tagging the file.

The map view can be changed to full screen according to your convenience by tapping the “Full Screen” button on the uppermost-right corner of the screen and you revert back to the normal view by tapping the “Cancel” button.



Working in portrait mode:

When you are in the portrait mode the main menu can be seen by tapping the “Game Plan” button on the upper-left most corner of the screen.

