Sprint 2 – User Documentation User Story

Before Installation:
The app will only install on Android devices running Android version 4.0+ but has a target OS of 5.0. It will only install if the device has enough space on to store the installation file (APK).

Installation:
Assuming use of apk/hosting: The user will have to direct their browser to our link hosting our .apk file and proceed to download it onto their device. Once downloaded, the user must ensure they allow 3rd party applications/apk's by going into their security settings. Once downloaded, the user selects the application and it will open up to the default screen of displaying LifeStyles.

Assuming use of Google Play Store: The user will open the Google Play Store application on their device and search for Life Reminders, and choose to download. Once downloaded, the user selects the application and it will open up to the default screen of displaying LifeStyles.

The app will need to access the phone's hardware for vibration, sound possibly camera LED notification, and system clock info.

Tutorial:
First, press the app named "Life Reminders" to launch the app. Upon launching the app, the user is greeted to the list of lifestyles the user has set.
To change between the list of lifestyles, reminders, or notifications, swipe from the left side of the app towards the right or click on the menu button (located on the top left of the device) to show the drawer. After showing the app drawer, select either lifestyles, reminders, or notifications.
To add a lifestyle, reminder, or notification (depending on the context you are in), press on the floating circle plus button (+) located on the lower right of the device.
To change an app setting, swipe from the left side of the app towards the right or click on the menu button (located on the top right of the device) to show the drawer, then press the gear icon in the drawer.

Quick Reference:
Lifestyles: A lifestyle is a set list of reminders the user want to set, i.e. an exercise list of reminders or medication list of reminders. By default every new lifestyle will be stored into the storage class. A user must create a lifestyle before creating a reminder or notification.

Reminders: A Reminder is the prompt the user wants to be alerted about, i.e take medication or exercise. By default every created Reminder will be stored under the Unsorted Reminders LIfestyle, unless the user selects a particular lifestyle. A reminder cannot be in multiple lifestyles at once, if the user wished to have it listed in another lifestyle, they must create a

copy. The reminder can then store unique notifications, configured by the user, pertaining to the created reminder.

Notifications: A notification is how the application will remind the user of its reminder. The user will select when they should be alerted about their reminder in a single occurrence or repeated a specified interval. By default the user must select a day and time the first instance they are reminded, and then can select whether there are multiple days a week, every other day, etc, and how they should be notified (vibrate, sound, etc.).

The sprint2Plan required a user story about user documentation. To complete this part of Sprint2 (and to report it done in the Sprint2Report), students have to look back at their requirement and create a draft for the user documentation for their product. They need to create the TEXT for the documentation system for their product. Each product's documentation needs are different. There may be a need for: installation manual user guide tutorial quick reference and thorough index into documentation provided.

>An installation manual details the steps necessary to prepare for operation of the product from download to execution.

 >A user guide is arranged in a thematic way possibly covering each of the types of documentation; each given in a separate chapter in the guide.

 >A tutorial is where the user is guided step-by-step through how to do a specific task or multiple tasks (tasks of the software typically map to functionality which map to user stories where the user is typically not the developer – but in the case of the Reagan's Renderers and the Tanzle projects, they may be).

>A quick reference is written as an alphabetic listing of operations available with short descriptions of functionality and operation instructions.

>It is important to include an alphabetical index into the documentation using links or page numbers. It is expected that for sprint 2, the user documentation will be in draft form, however, draft form doesn't mean that parts are missing. It means that since the product is not yet in final release form, some of the inform