

**Goat**  **o Go**

# **User Manual**

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# Goat to Go Overview

The goat to go application is here to help you navigate around the WPI campus. This will help you not only get from one place to the next but help you find a bathroom, office or other areas of interest around campus.

## User Functionality

### Finding Directions

Selecting a map

pick something from drop down

Set start point

Set end points

Viewing all points

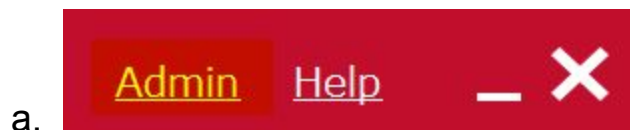
Filter points by type

## Viewing directions

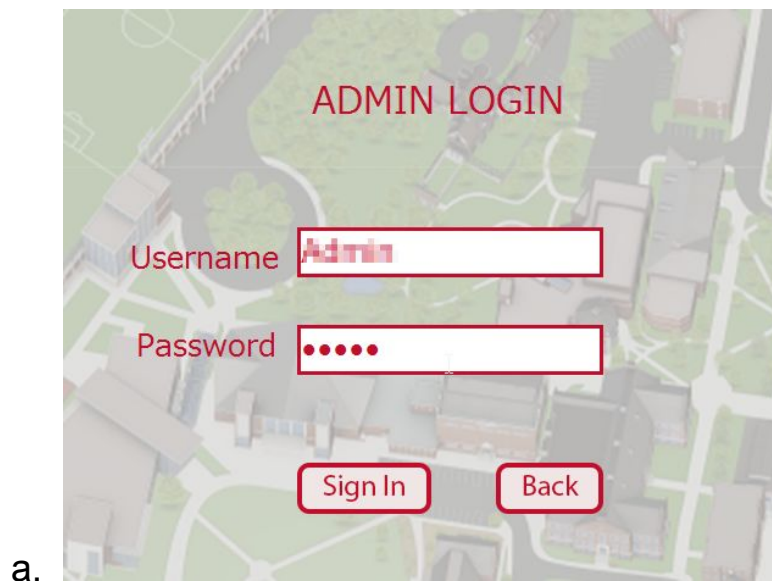
# Admin Functionality

## Accessing Admin mode

1. From any page click on “Admin” in right part of the header



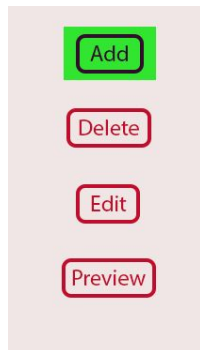
2. On the sign on page enter your admin username and password



3. Press the sign in page
  - a. You will receive an error if:
    - i. A field is blank
    - ii. Your username or password is incorrect
4. You will now be brought to the map enter/edit page
5. Pressing the back button will return you to the welcome page

## Adding a map

From the map enter/edit page press the add button in the middle of the page



This will open the Add new map dialog box

A dialog box titled "Add new map" with a close button (X) in the top right corner. The dialog contains the following elements:

- 1. A question "Is this a campus map?" with two radio buttons: "Yes" and "No". The "No" button is selected.
- 2. A text input field labeled "Building Name:".
- 3. A dropdown menu labeled "Floor:" with "FirstFloor" selected.
- 4. A text input field labeled "Select map image:" with a folder icon and a green arrow pointing to it.
- 5. An "OK" button.
- 6. A "Cancel" button.

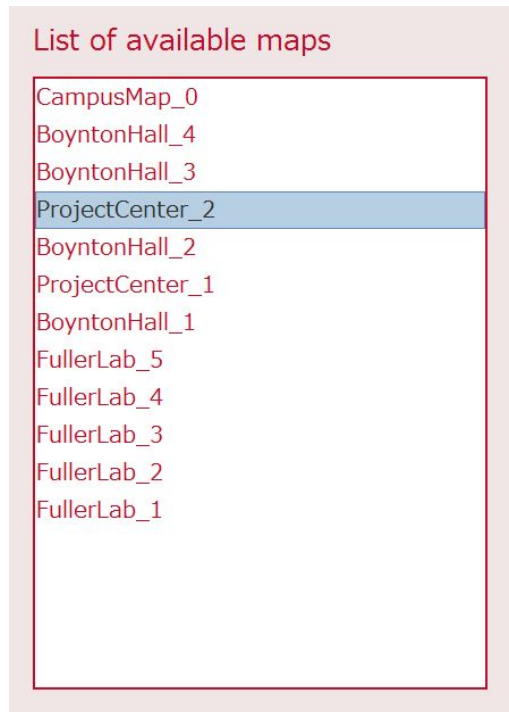
1. If this is the campus map select Yes, otherwise select No. Please note that there can only be one campus map

2. If campus map is set to yes then the building name will default into CampusMap. If not please add the name of the building associated to the map you are adding
3. Select the floor of the map you are adding. The list goes from sub basement to fifth floor. If you are in campus mode this will bring in First Floor
4. To add the map image press the folder icon. This will bring up a dialog box for you to locate your image.
5. Press the OK button to save your map and return to the map enter/edit page
6. Press the cancel button to return to the map enter/edit page without saving

## Edit a map

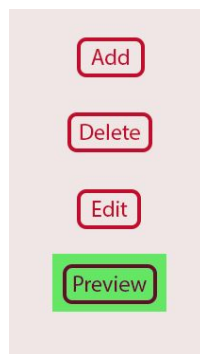
### Accessing map edit mode

1. Select the map you would like to edit from the list of available maps  
(If the map you would like to edit is not on the list please [add the map](#) first)



a.

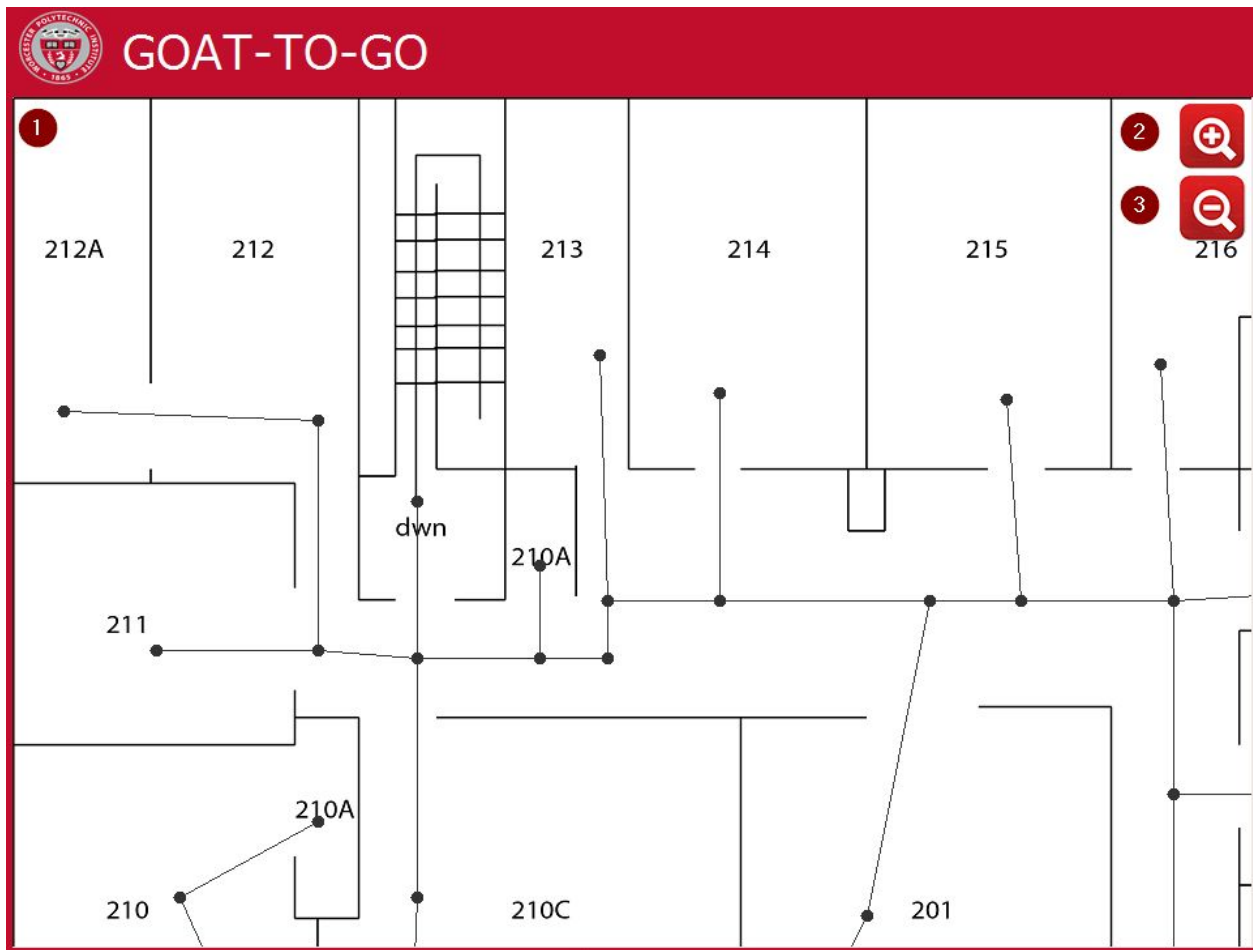
2. To preview the image first in the preview area, press the preview button



a.

3. To enter edit mode press the edit button

## Edit map mode



1. Map editing area
2. Zoom in on map
3. Zoom out on map



[Logout](#) [Help](#) \_ X

4

**Current Map :**  
ProjectCenter\_2

5

**Building:**  
ProjectCenter

6

**Floor: 2**

7

☒ Create/Edit Points

8

☐ Create Path

9

☐ Create Neighbors

10

Clear

11

Save

12

Back

4. The name of the map you are currently editing
5. The building of the map you are editing
6. The floor of the map you are editing
7. Select to enter create point mode if you want to [add](#), [delete](#) or [edit](#) an existing point

8.

Create paths

Create a point

Edit a point

Delete a point

Create neighbors

Delete neighbors

Clear all points and edges