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# Grafía Application Manual for iOS and Android



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## I. Layout and Functionality

### A. Splash Activity

1. **Animation:** When the application starts we see the logo load on display.
2. **Figures:**
  - a) Splash Activity when app is launched.



## B. Login

### 1. Text Authentication

- a) Email form: Receives user registered email .
- b) Password form: Receives user registered password.
- c) No form should be left blank.
- d) If not a registered user, presented with **Create Account (I.C)** button.
- e) If password was forgotten, user is presented with **Forgot Password (I.D)** button.

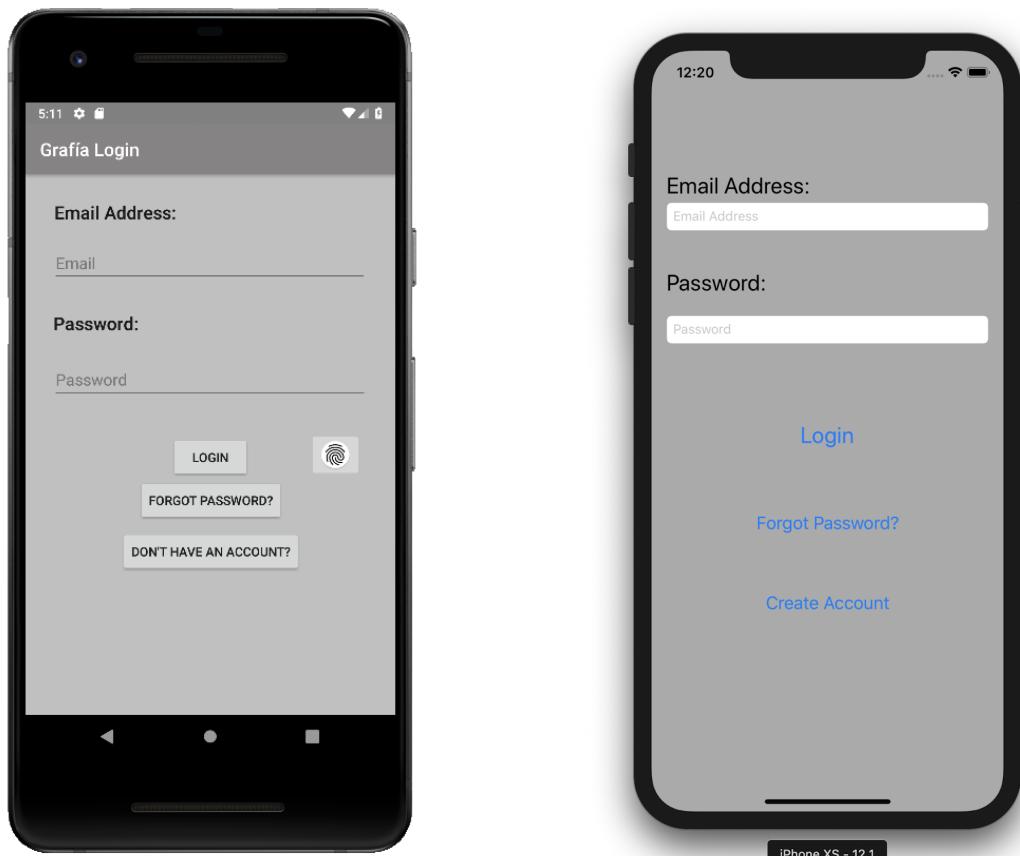
### 2. Biometric Authentication

- a) After account is created, credentials are stored in device upon approval from user. Onwards biometric authentication (fingerprint or facial recognition) will be triggered automatically or by user.
- b) If user changes password, the next successful login will display a dialog box that asks if credentials should updated.

### 3. Figures

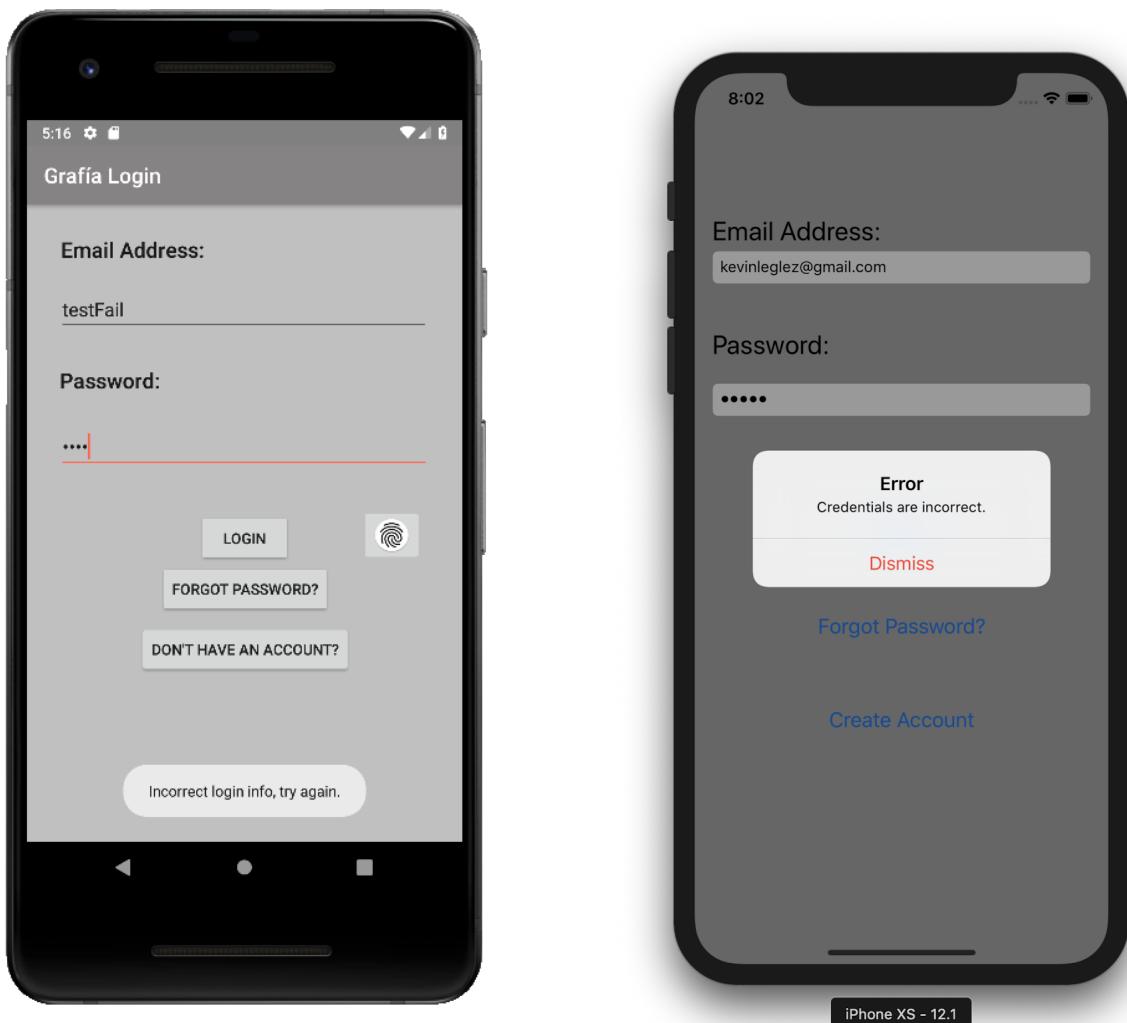
#### a) Main Login View

- (1) User is presented with validation forms and necessary buttons to create, regain access to registered account or biometric login.



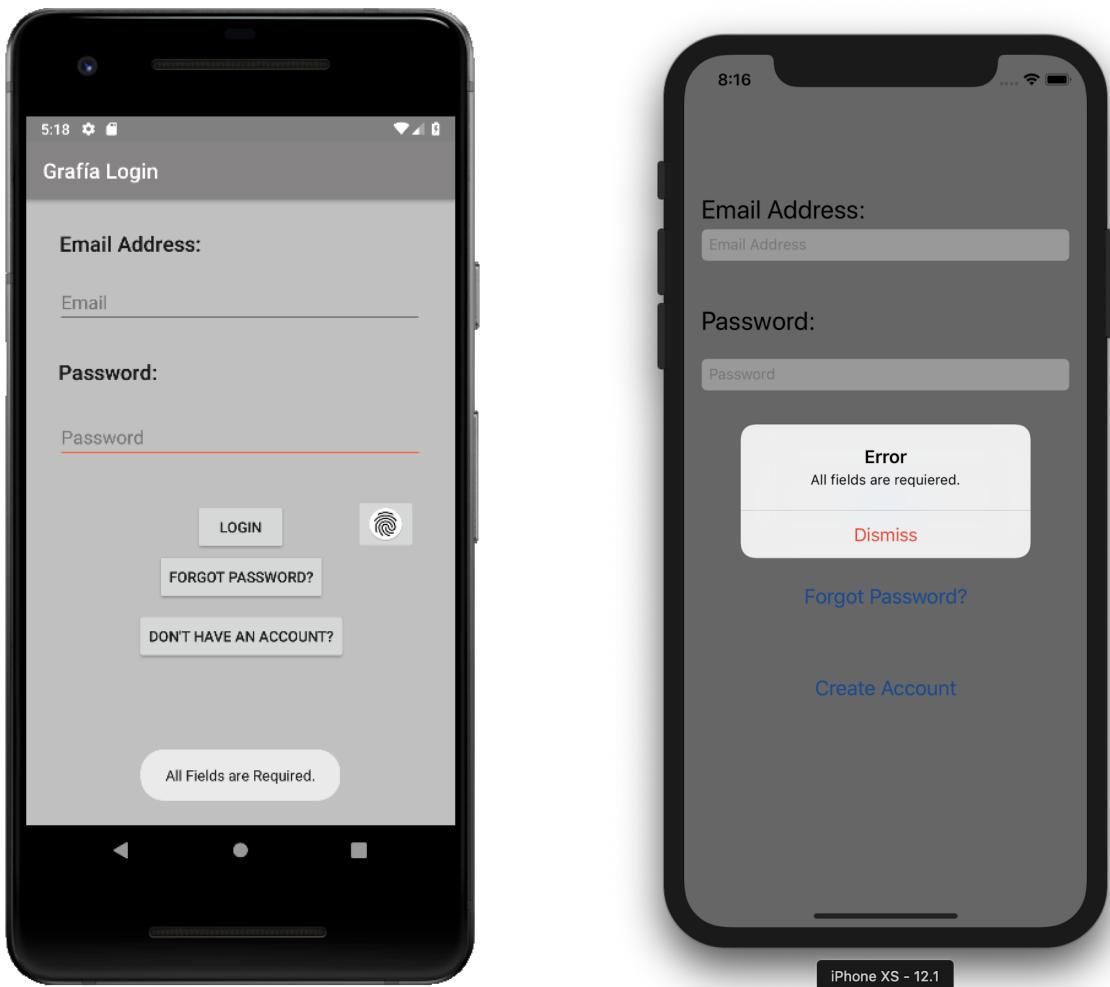
**b) Incorrect Login**

- (1) Displays message telling user that the used credentials were incorrect.  
It doesn't display which credential was incorrect, improving security.



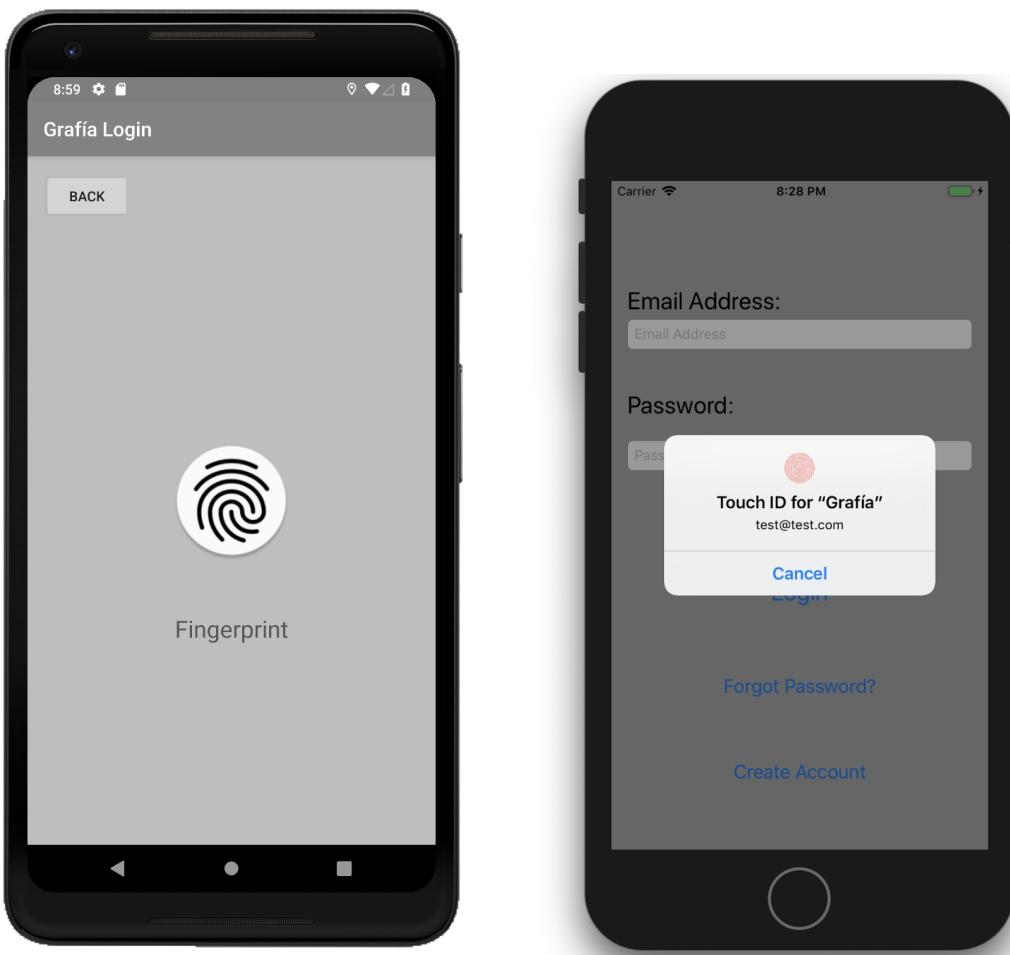
c) **Empty forms**

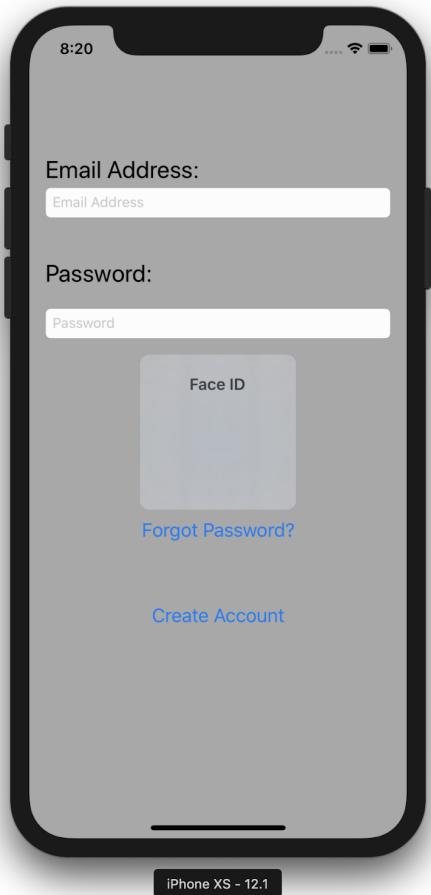
(1) *Display a message to the user indicating that all fields are required.*



**d) Biometric Login**

- (1) Ask user to authenticate using fingerprint or facial recognition.
- (2) Currently only fingerprint authentication is available on android platforms.

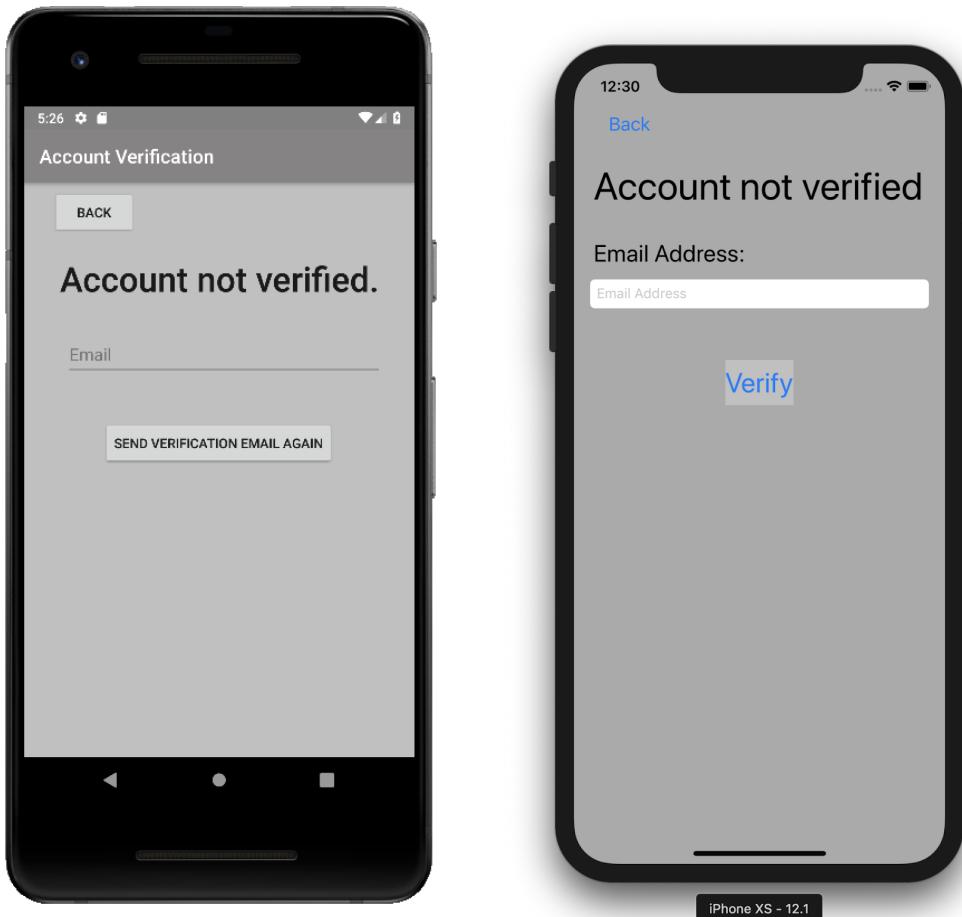




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**e) Non-verified Users**

- (1) On login success the non-verified users will not be taken directly to the **Dashboard (I.E.)**. Instead, they are taken to the **Not Verified View**.
- (2) The option is presented to resend an email with the expiring verification link.



**C. Create Account**

**1. Registration**

**a) Name form**

- (1) Name of the user.

**b) Email form**

- (1) Valid email since user will be sent verification link.
- (2) Database does not allow duplicate email entries.

**c) Password form**

- (1) User's desired password.
- (2) A string of at least 8 characters that contains a combination of alphanumeric characters and symbols, is suggested.

**d) Confirm Password form**

(1) Should match password form.

**e) Birth Year form**

(1) Valid calendar year.

(2) Will be used for the **Change Password (I.D)** request.

**f) On Success**

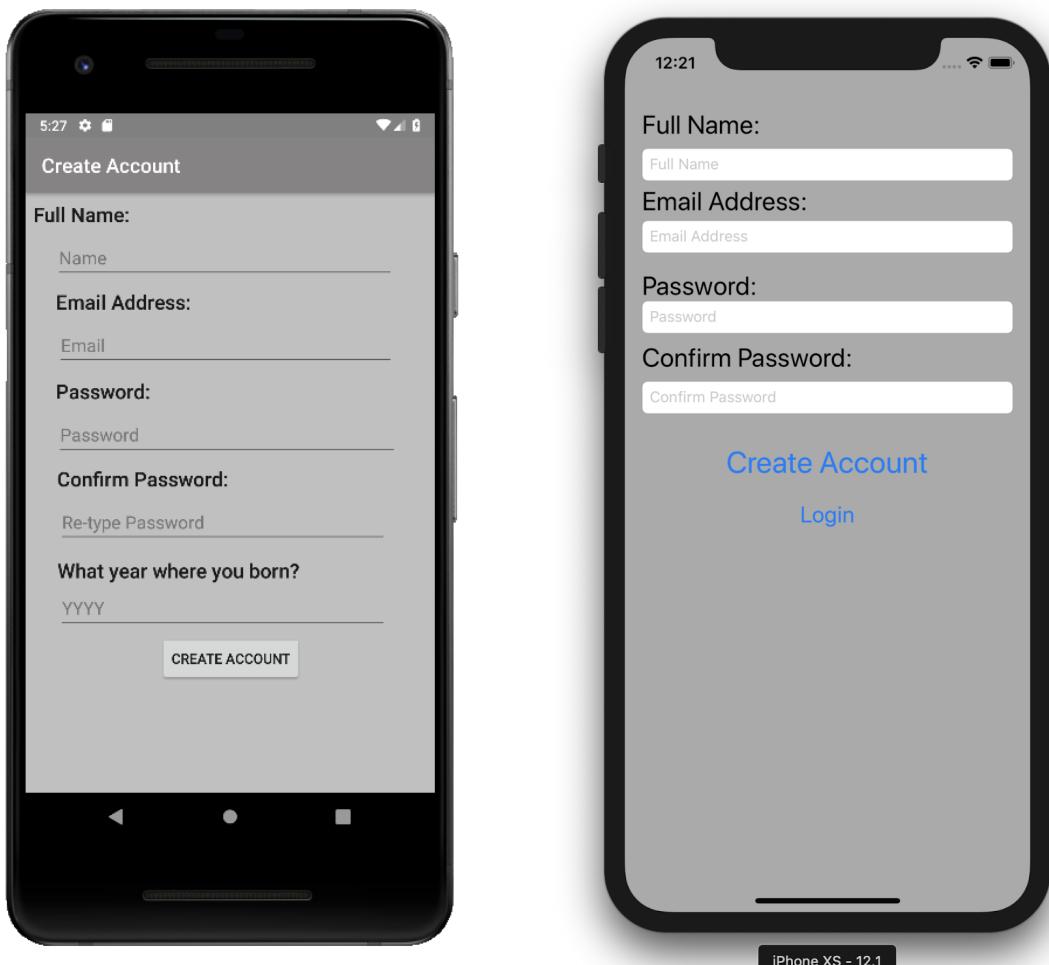
(1) A prompt appears, asking user if registered credentials are to be stored for biometric login.

(2) An email is sent to verify user's account.

(a) The sent link expires.

**2. Figures**

- a) Create Account View when **Create Account** button is pressed at **Login (I.B)**



- b) Email sent to user to verify account.

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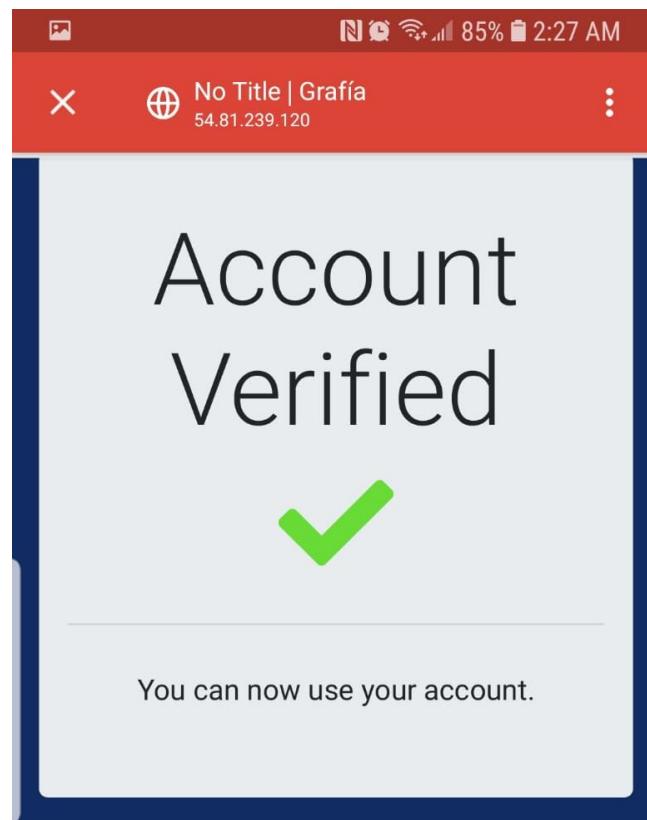
Account Created. Inbox ☆

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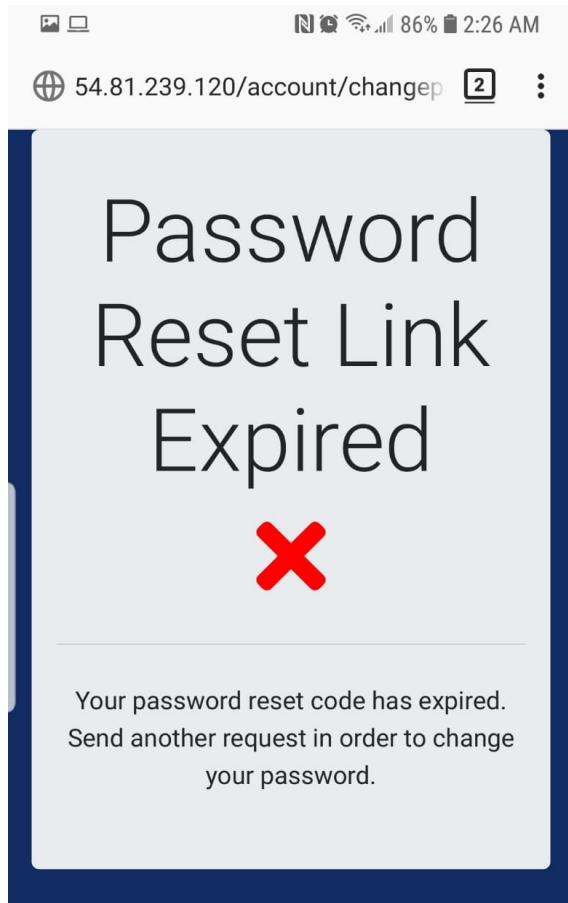
| info.etnografia.digital@gm... ← ⋮  
to me  
10:40 PM [View details](#)

An account was made with your email address. If this is an error contact the developers of Grafía. If this is correct, please verify your account at the following link: <http://54.81.239.120/account/verify/4fa856cf654a363151b66a8e2fb2909f>

- c) When verification is successful



d) When Link expires



#### D. Change Password

##### 1. Making a Request

###### a) Email form

(1) User's registered email

###### b) Birth Year form

(1) User's registered answer from **Create Account (I.B.1.e)**

##### 2. Email

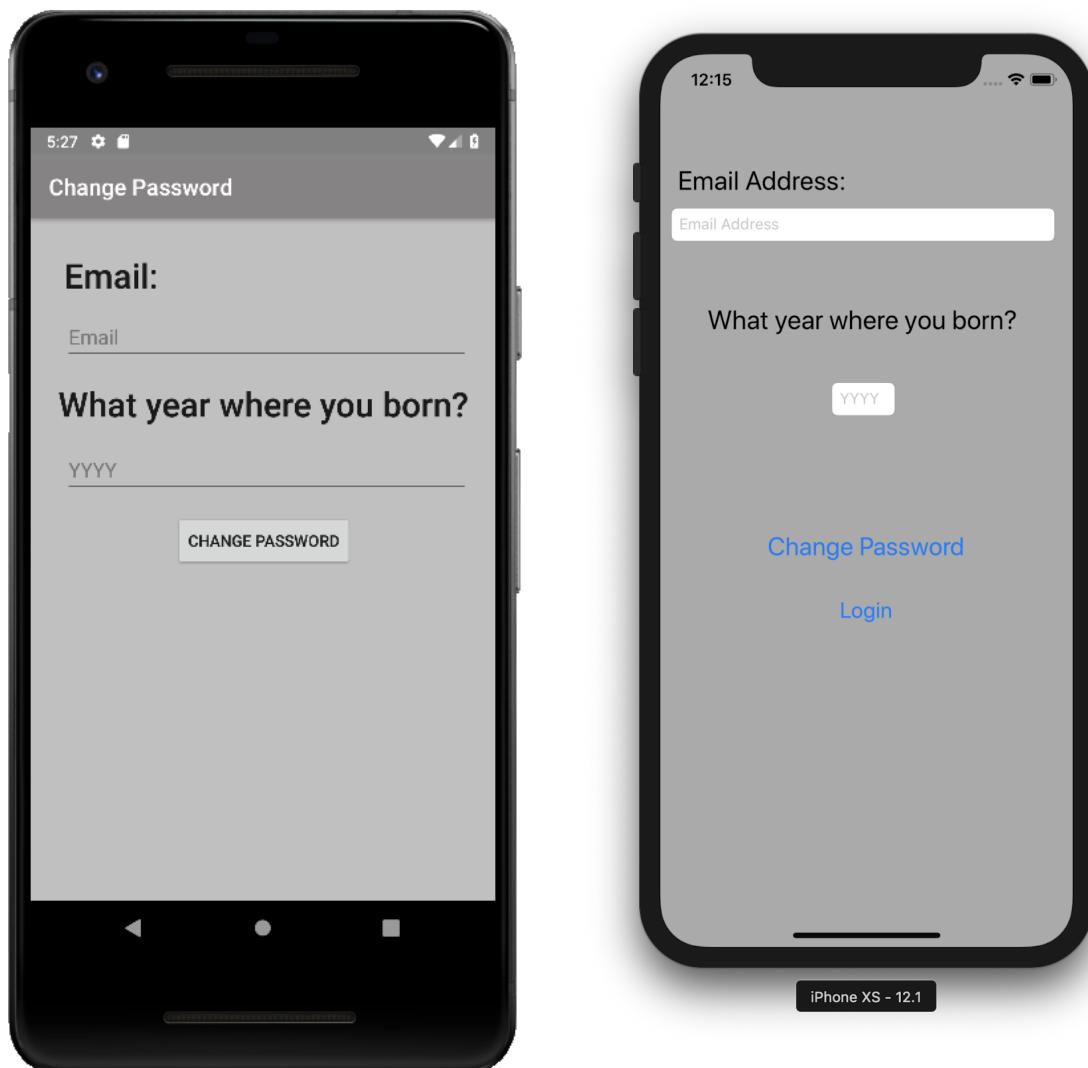
a) After forms are filled correctly a recovery email will be sent to the given email. The email contains a link to a webpage that expires after it's clicked.

##### 3. Webpage

a) After accessing link, user is presented with forms for the new passwords.

##### 4. Figures

a) **Forgot Password** button is pressed at **Login (I.A)** screen, user is presented with request forms.



- b) Email sent to user to recover his account by change of password.

Change Password  Inbox 

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 info.etnografia.digital@gm...  

to me  
10:29 PM [View details](#)

A request to change the password of your account was made. Please click on the following link to change your account password:  
<http://54.81.239.120/account/changepassword/a7e8603dc5531675>

- c) Webpage that allows user to type in new password.

**Password Recovery**

New Password

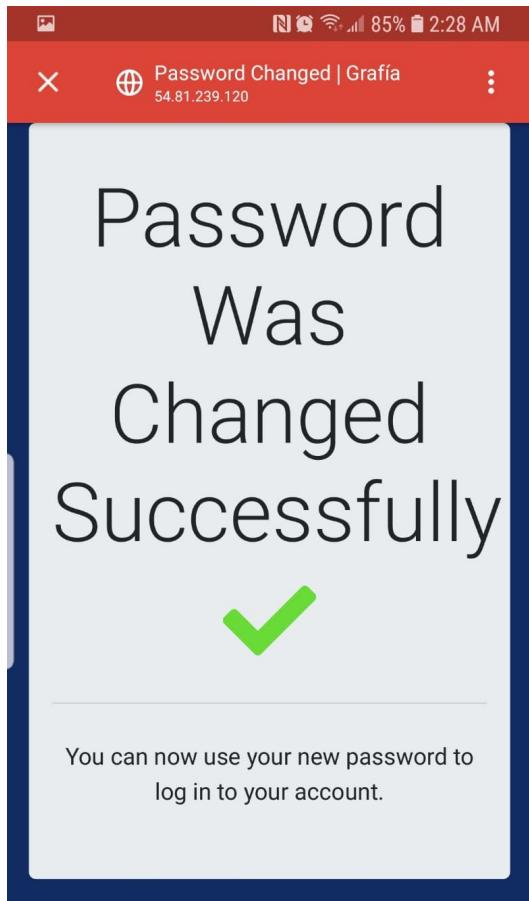
Confirm Password

I'm not a robot   
reCAPTCHA  
Privacy - Terms

Please prove you are human.

**Reset Password**

- d) When password change is successful



## Your Password was Changed

Inbox



info.etnografia.digital@gm...

to me

10:59 PM [View details](#)



We want to inform you that your password was just changed, if you did not approve this change please contact the developers.

## E. Dashboard

### 1. Dashboard View

- a) After successful login, user will be taken to a dashboard that contains all projects said user is a participant of, and the options to create projects, go to friends menu, or log out.

### 2. Friends Menu

- a) Allows user to search and add friends, to later make them participants in projects where said user is the administrator.
- b) Displays users that have sent friend requests giving the option to accept or reject requests
- c) Displays user's friends list
- d) When searching for another user, one must search by email and query should contain at least 15 characters in length including the "@" with extension and the ".com"
- e) Rejecting a user on Android displays a message saying "Rejected Request". On iOS if the request was successfully rejected, it takes user to **Dashboard**.
- f) Accepting a friend request on Android displays a message saying "Accepted Request". On iOS if the request was successfully accepted, it takes user to **Dashboard**.

### **3. Create Project View**

- a) Allows user to create a project where participants can store their data, on creation the user is sent to the **Project View (I.E.4)**

#### **(1) Project Name**

- (a) Identify the project

#### **(2) Description**

- (a) Brief description of the project

#### **(3) Location**

- (a) Where is the project taking place?

### **4. Projects View**

- a) Project Activity displays all the files stored on the server for this item. More specifically images, videos, text notes and audio recordings that are related to the Project.

(1) Project Administrators (Creators) can add participants to Project and upload/download files onto/from Project

(2) Non-Admin participants are limited to upload/download files onto/from Project

- b) The list presented with file names is selectable and upon selection the user is moved to a view that will allow file download if file type is image or video, text visualization for notes, and audio playback for audio files .

c) The format for the name of the files is: FileType\_UserID\_timestamp.

- d) The Project View also contains camera, video, audio recorder and notes buttons that move the user to create new data. If the user is the creator (admin) it will also display an add participants button.

#### **e) Add Participants**

(1) Search and Add participants from user's friends list to a Project

### **5. Camera**

#### **a) Data Creation**

(1) Allows project participants to load an image to activity by importing from gallery or capturing from the camera. It also gives participant the option to upload image to the **Project** or save to local gallery if the image was not imported from gallery.

(2) When selecting from gallery on Android the image must be stored locally, it doesn't support google drive. Also the public download directory is not allowed for upload to the server.

#### **b) Data Download**

(1) Image is downloaded from server and presented to the user with the option to save image to gallery.

### **6. Videos**

#### **a) Data Creation**

(1) Allows project participant to load a video to activity by importing from gallery or recording it from the camera. It also gives participant the option to upload video to **Project** or save to gallery. When selecting from gallery on Android the video must be stored locally, it doesn't support google drive. Also the public download directory is not allowed to be uploaded to the server.

(2) Buttons to record a video from the camera, import videos from gallery, save video to gallery, and upload video to **Project** respectively at the top. At the bottom we have Stop, Play and Pause control buttons for videos.

**b) Data Download**

(1) On iOS this View will stream video from server and on Android the video is downloaded and played. The encoding of the videos in iOS is not playable on all the Android devices therefore we are changing the encoding of every video on the server this way they will be playable.

**7. Notes**

**a) Data Creation**

(1) Allows participant to create a text file.  
(2) Presents participant with input text boxes for name an actual text of notes, displays character count and clear field of text and save buttons. The save button uploads to the server.

**b) Data Download**

(1) When note is downloaded from server it is no longer editable, the user can copy from it and read it..

**8. Audio**

**a) Data Creation**

(1) Allows participant to create audio and play, pause and restart (with stop) the recorded audio.

**b) Data Download**

(1) Downloads file from server and loads it into view for playback.

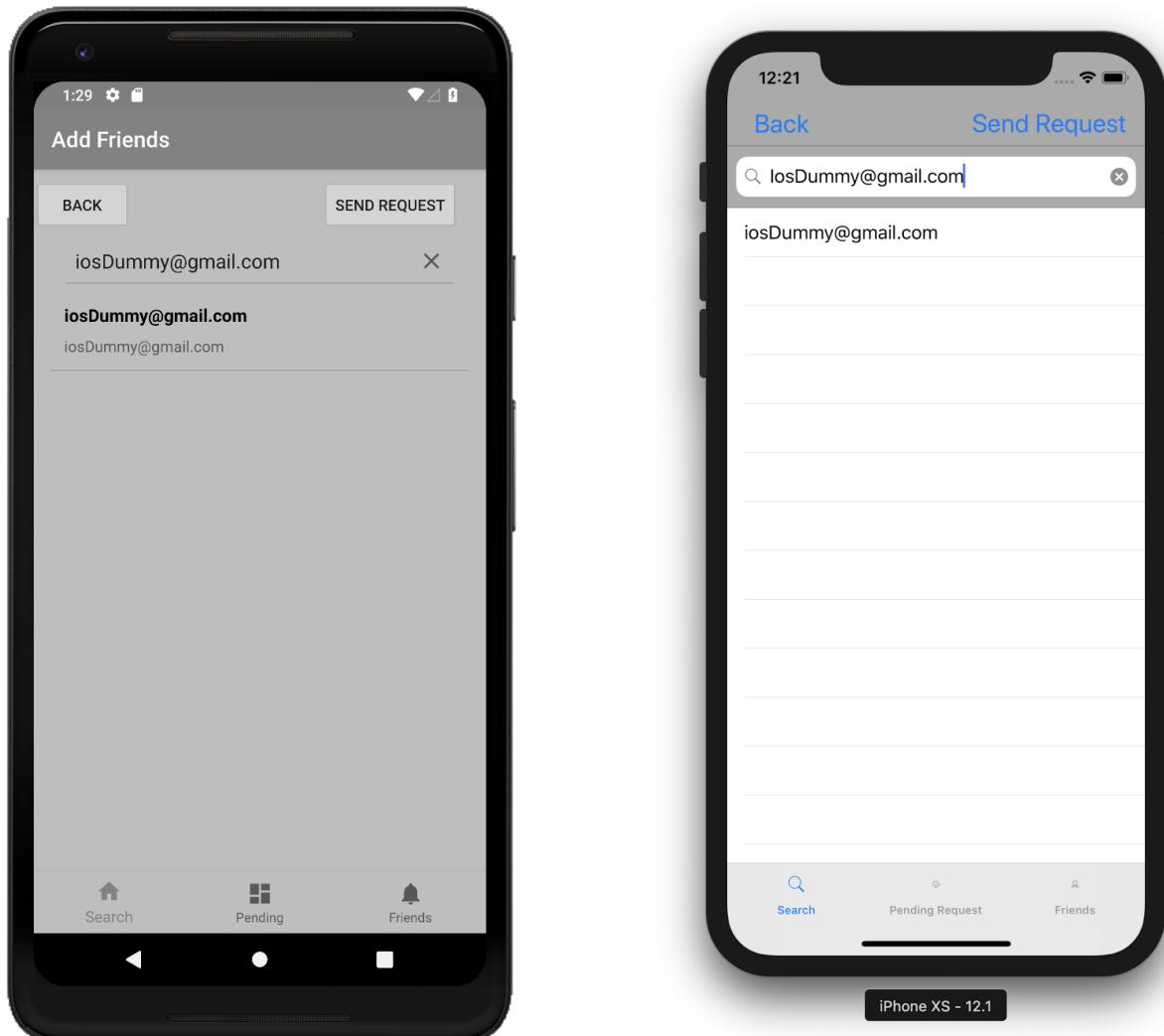
**9. Figures**

**a) Dashboard of a user that participates in projects**

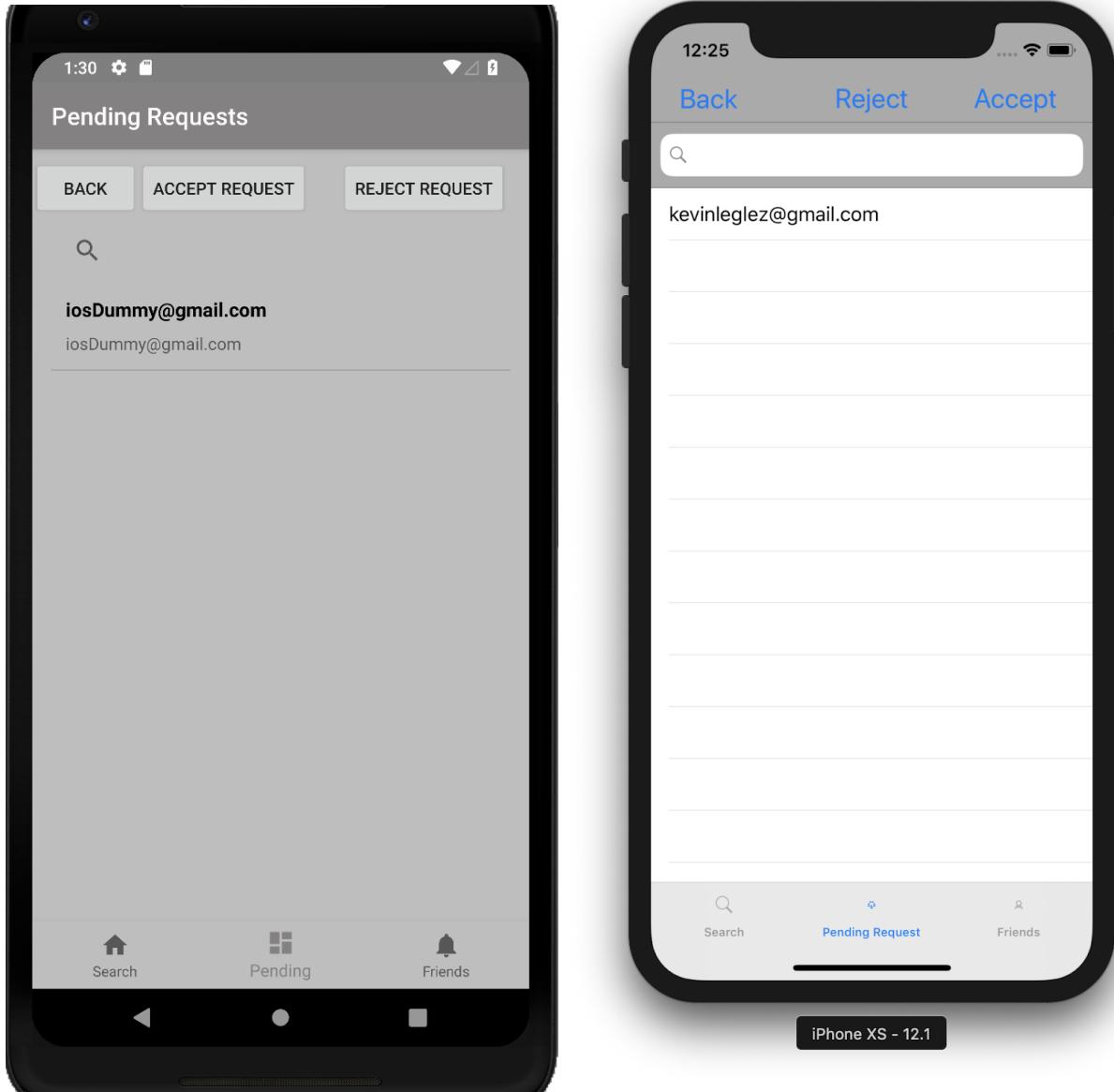


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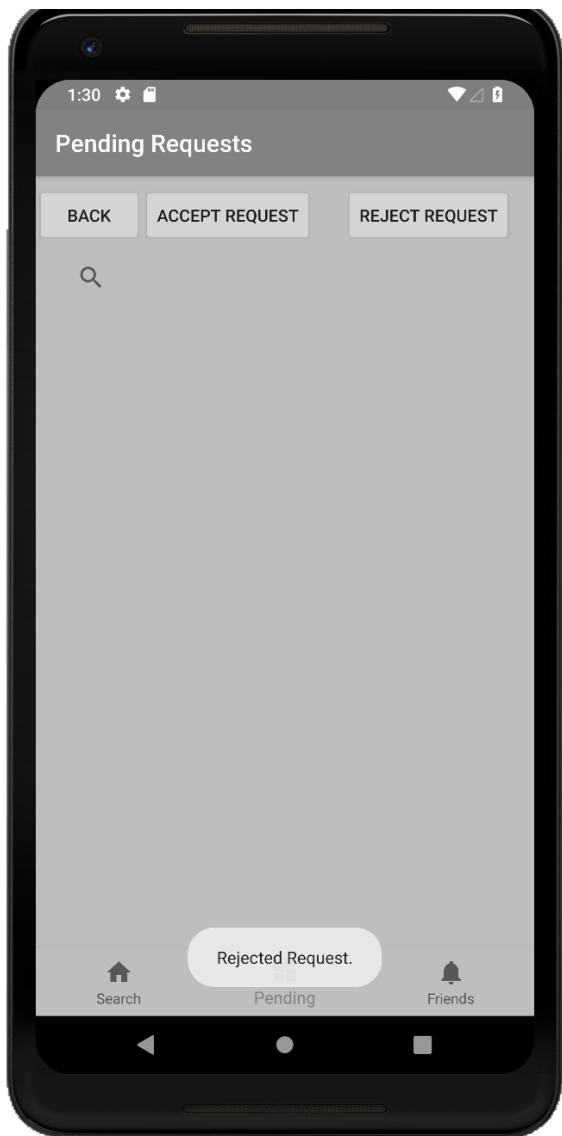
*b) Searching for another user to add as a friend*



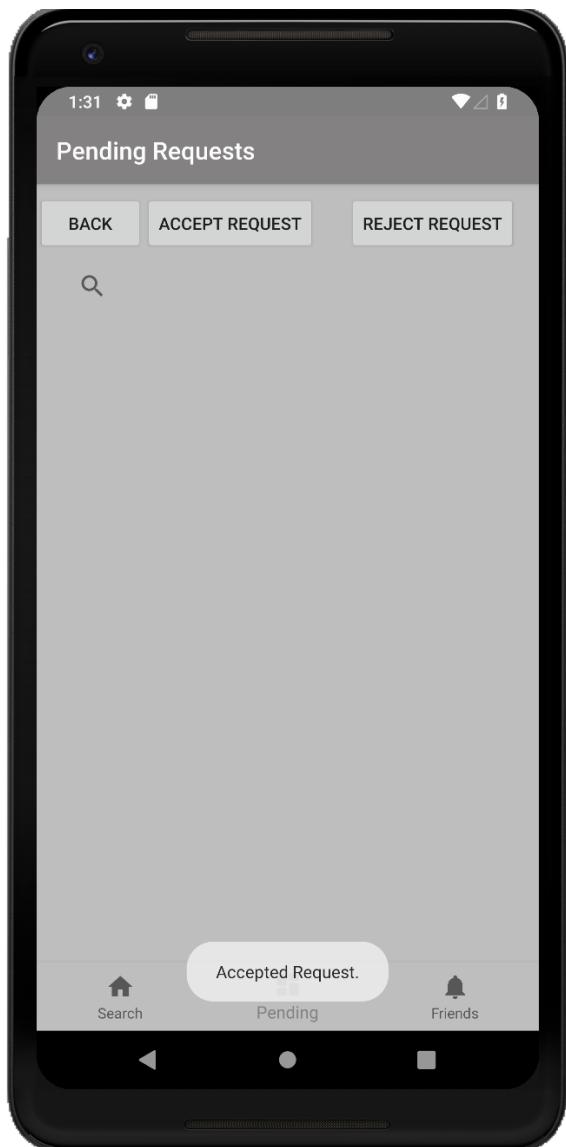
c) User's Pending Friend Requests



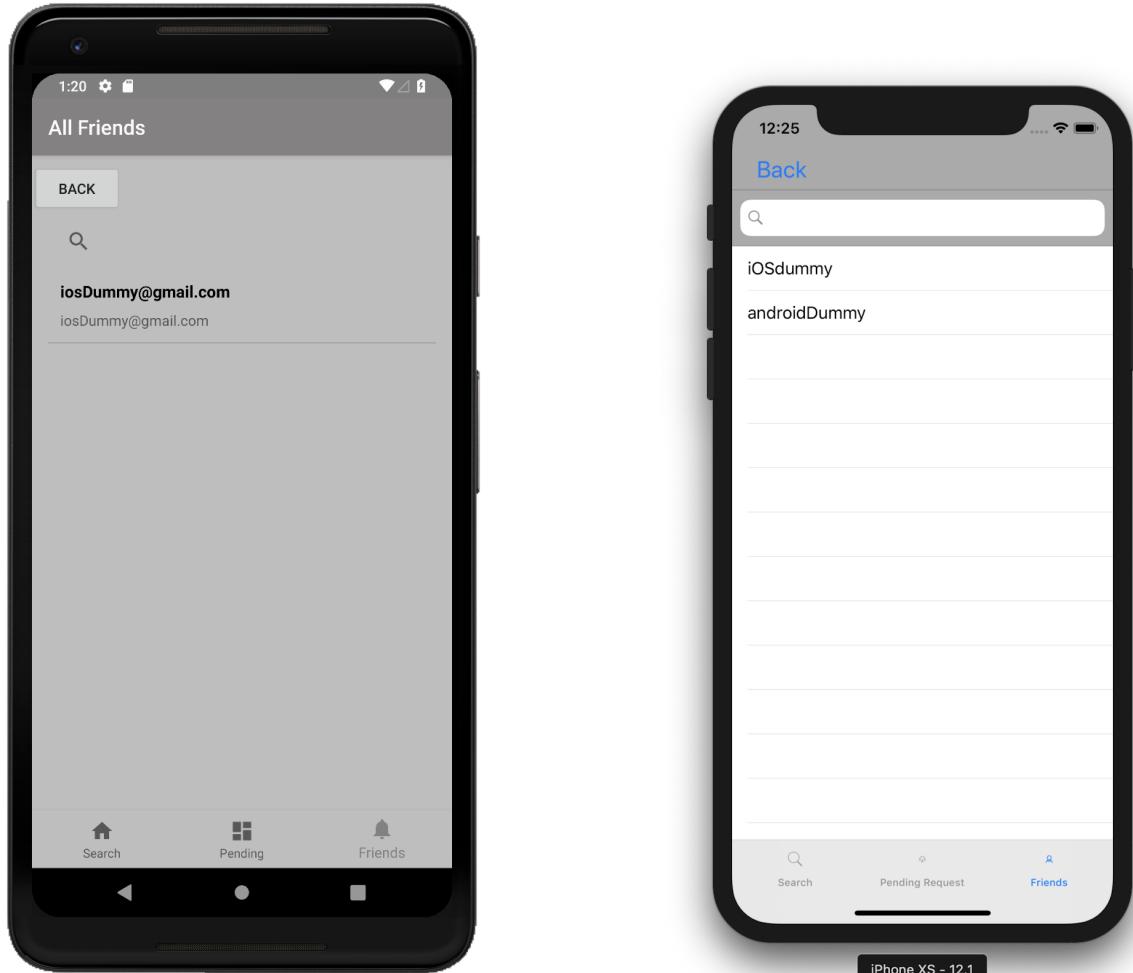
*d) Rejecting a friend request*



e) *Accepting a Friend Request*

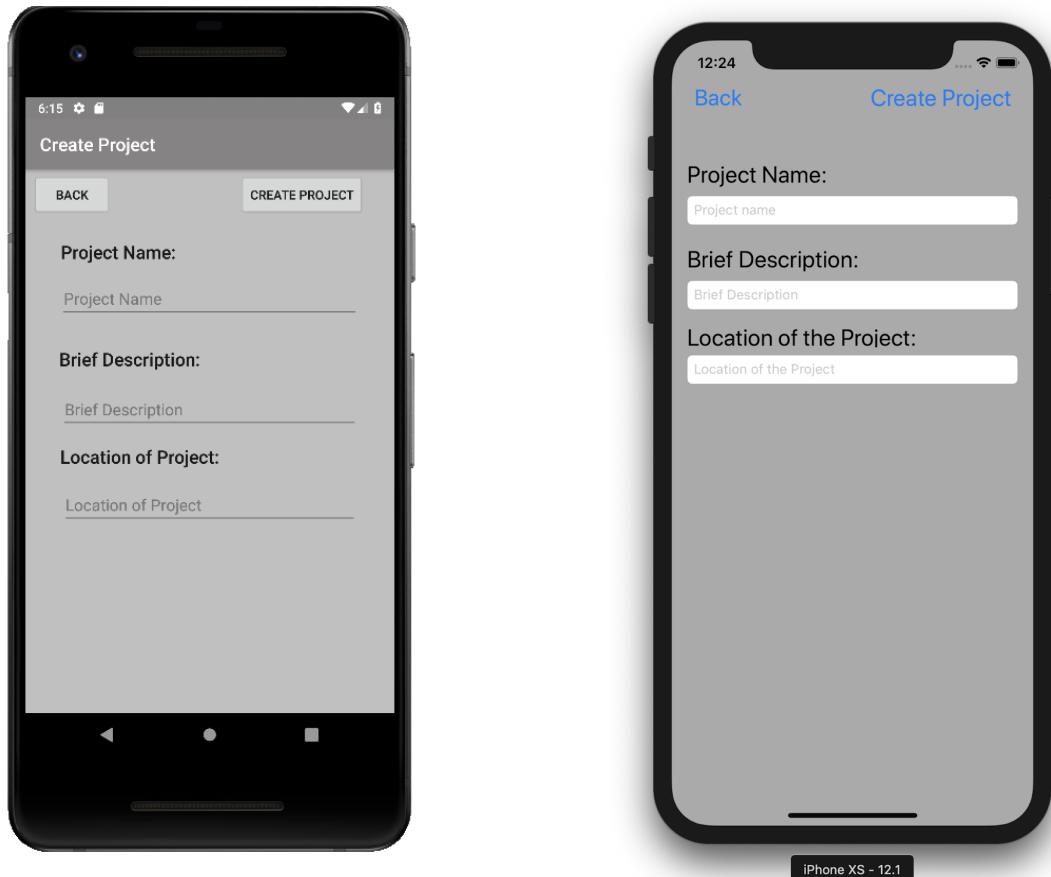


f) A user's Friends list



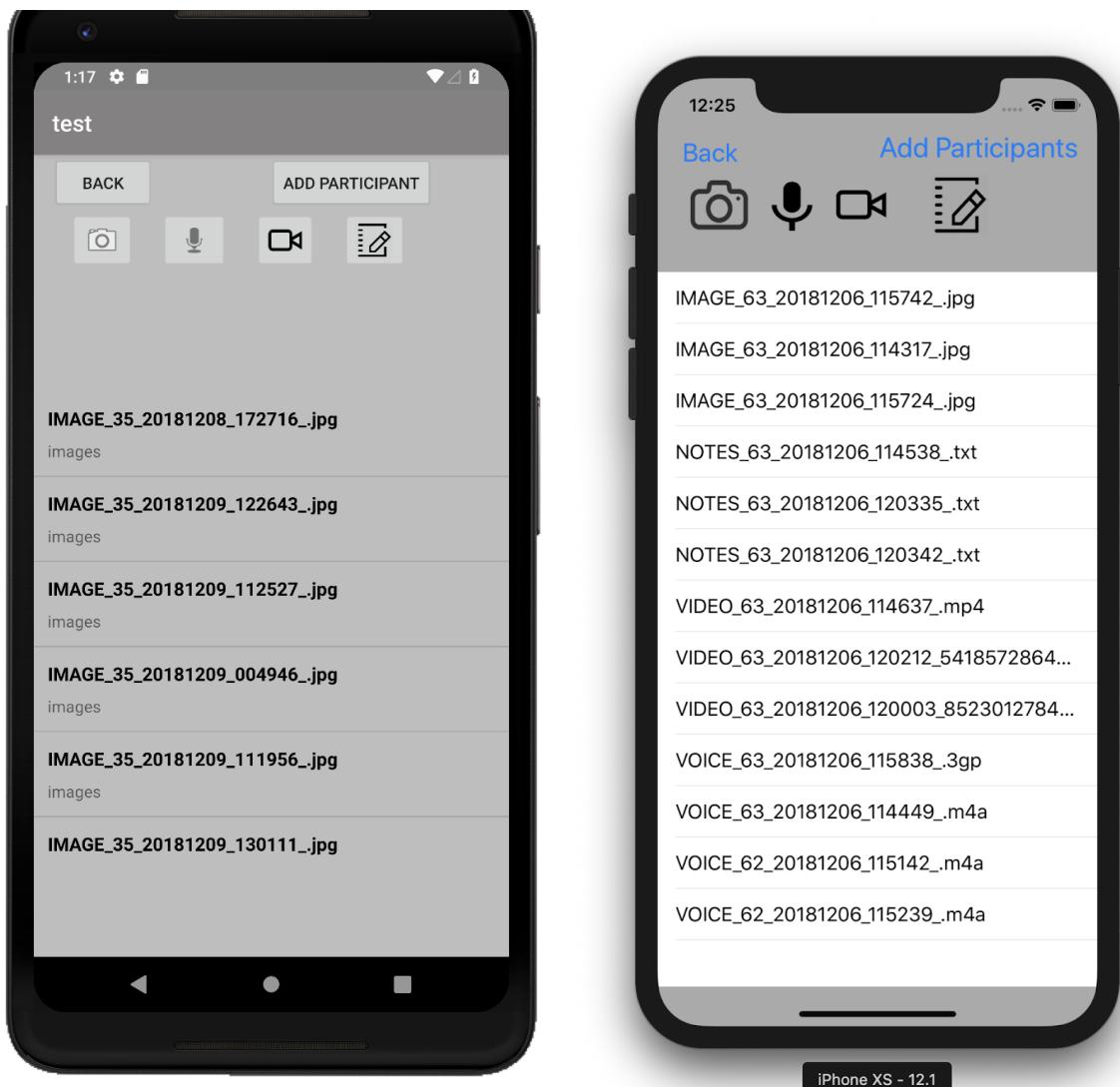
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g) Forms for user to distinguish his project from any others. We suggest to include the administrators name to distinguish project name.

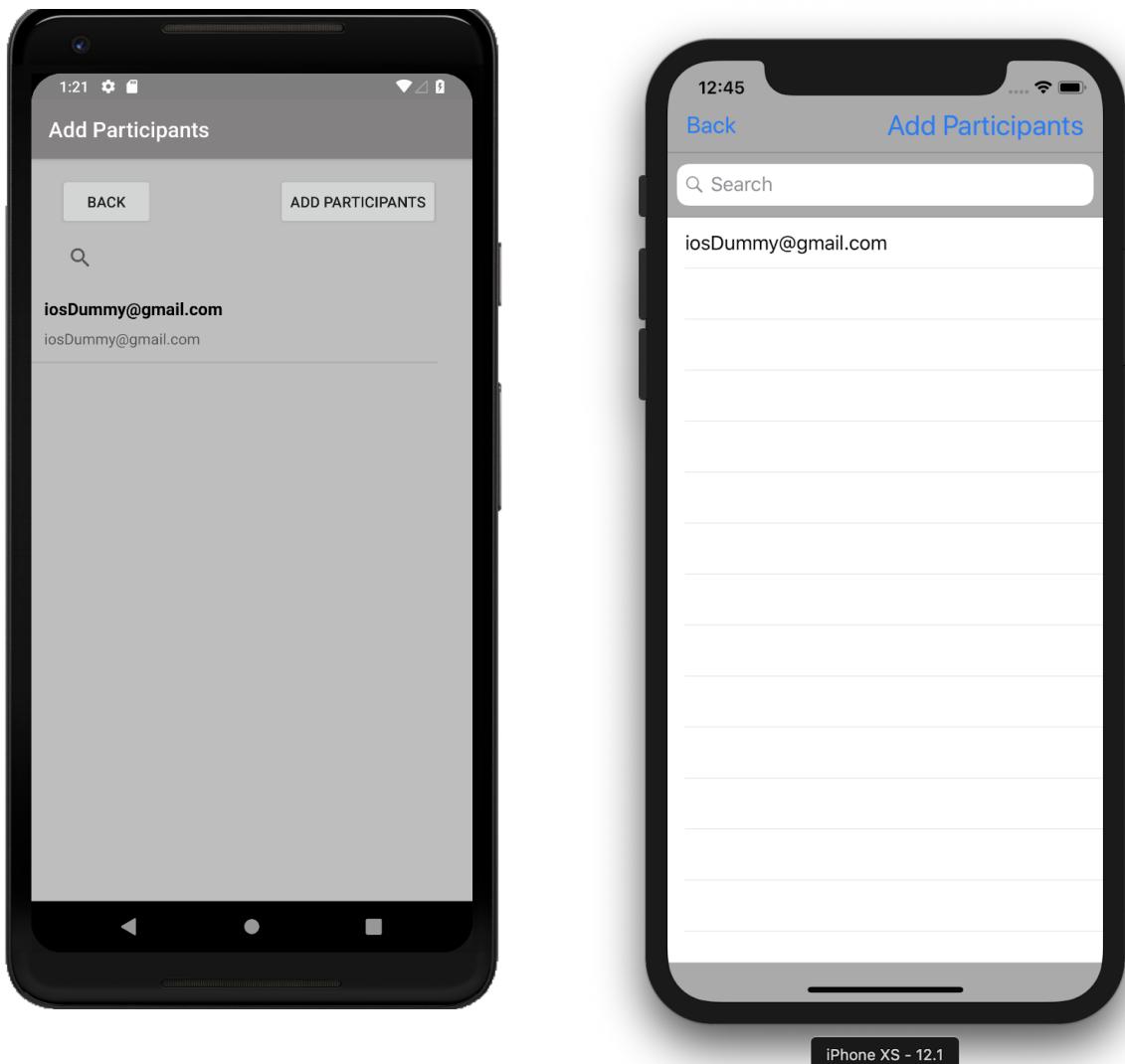


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h) Project View displays files currently in the project.

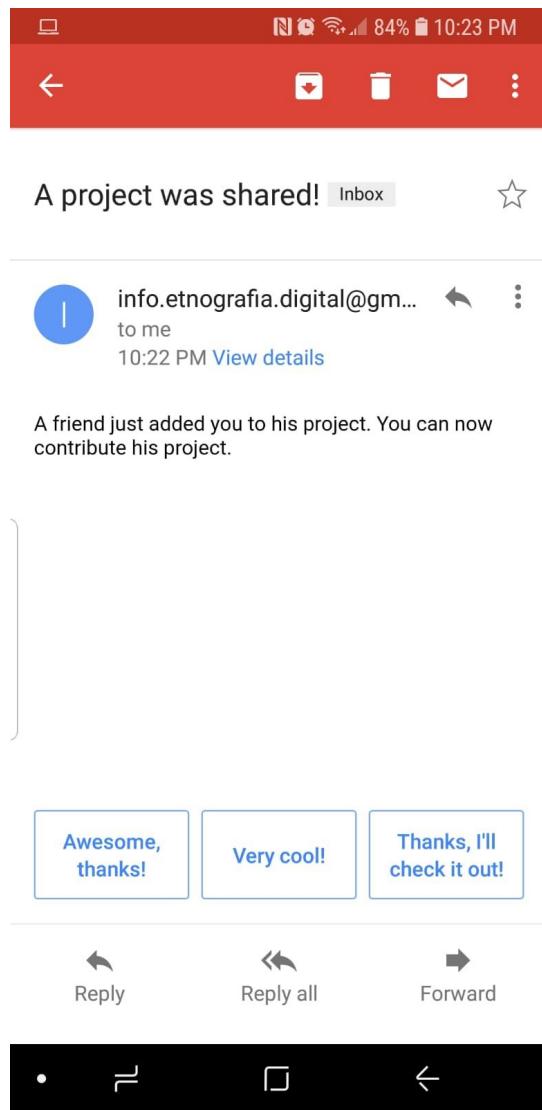


*i) Adding a participant to a project.*



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- j) When the user is added by the admin, we send an email notification to the user.



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- k) Buttons to capture an image from using the camera, import images from gallery, save image to gallery, and upload image to **Project** respectively.  
No image is currently in the view.

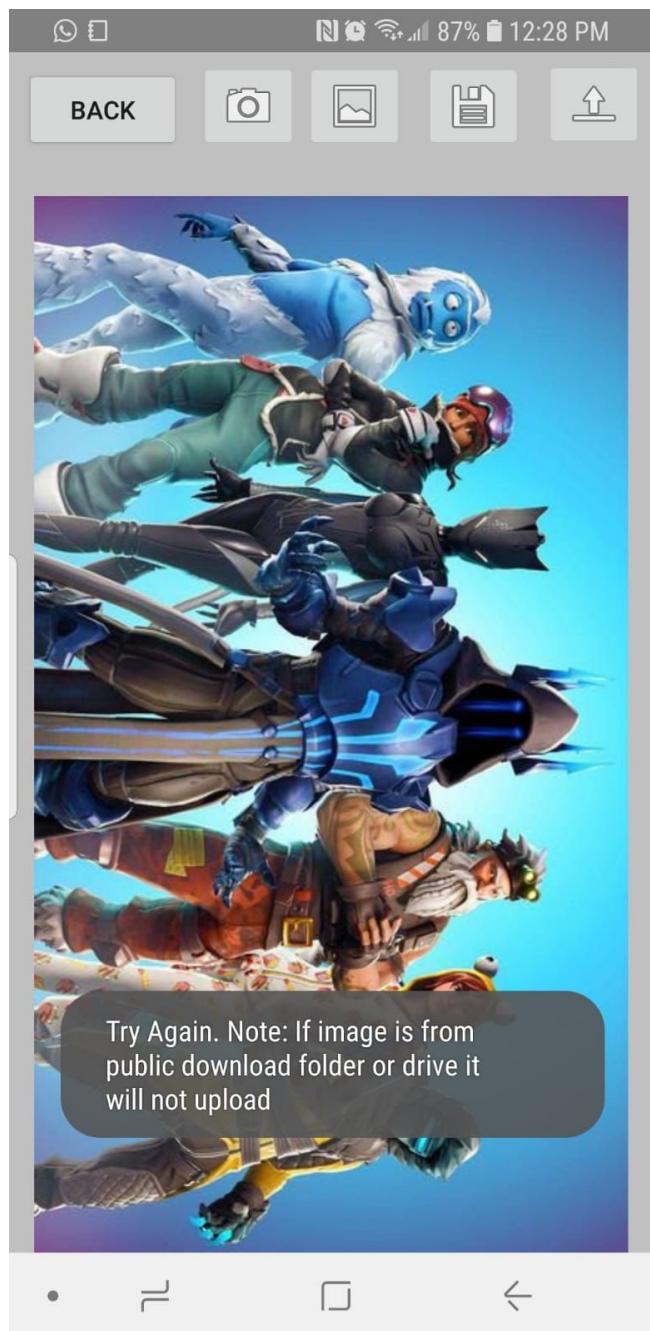


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### I) Image loaded in the view

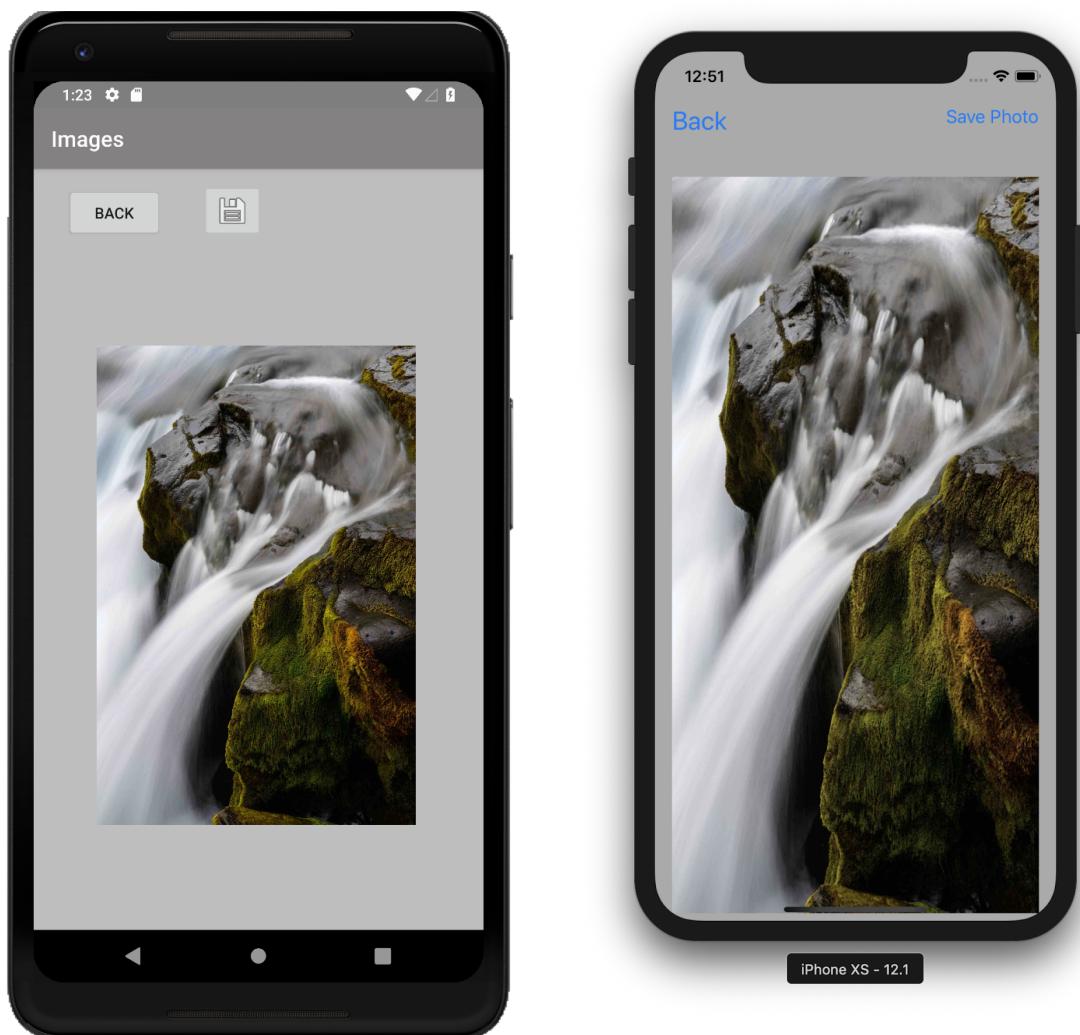


- m) When importing from gallery in android the user is given the choice to use online content or external application content.



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*n) Image is downloaded from server and loaded into view.*

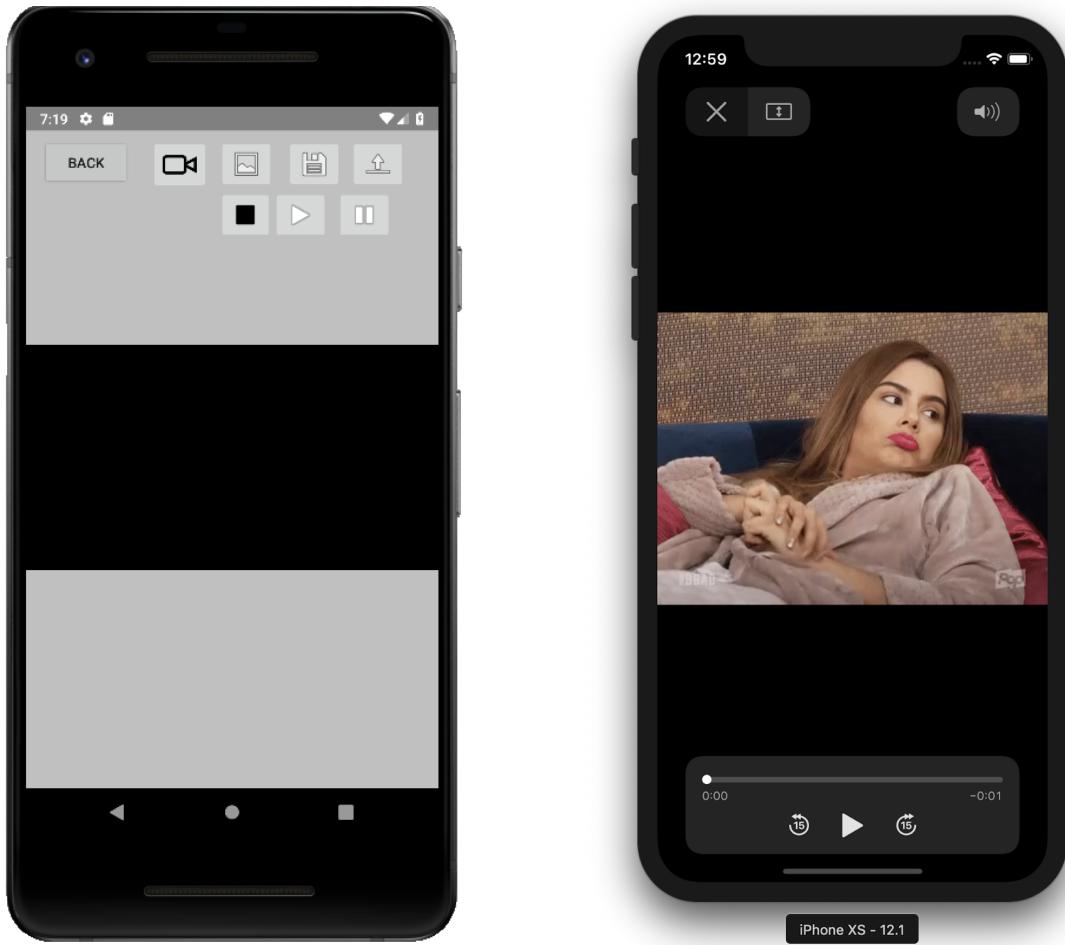


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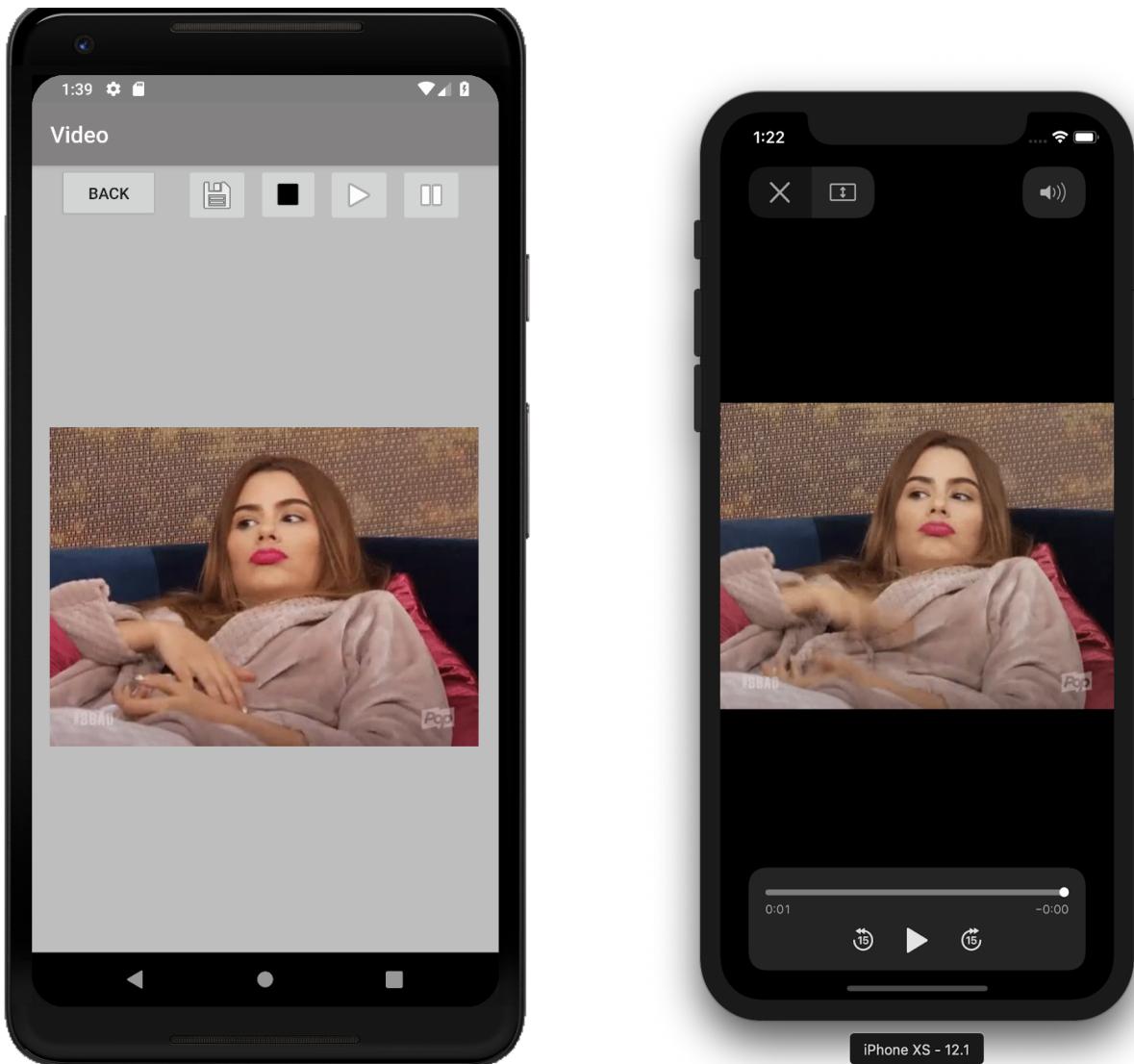
- o) Video view presents user with video control, and import/export buttons



p) Video loaded on view.

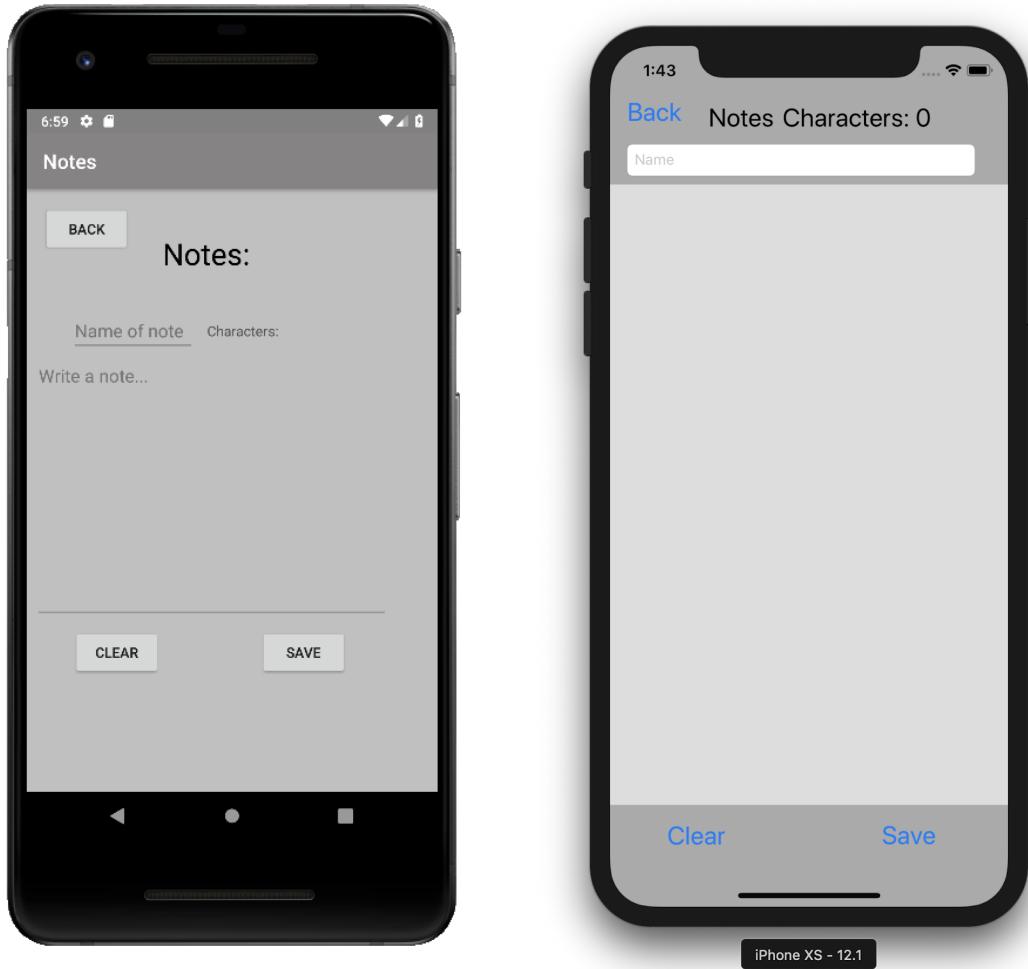


q) Video loaded from server via direct download (Android) or stream (iOS).



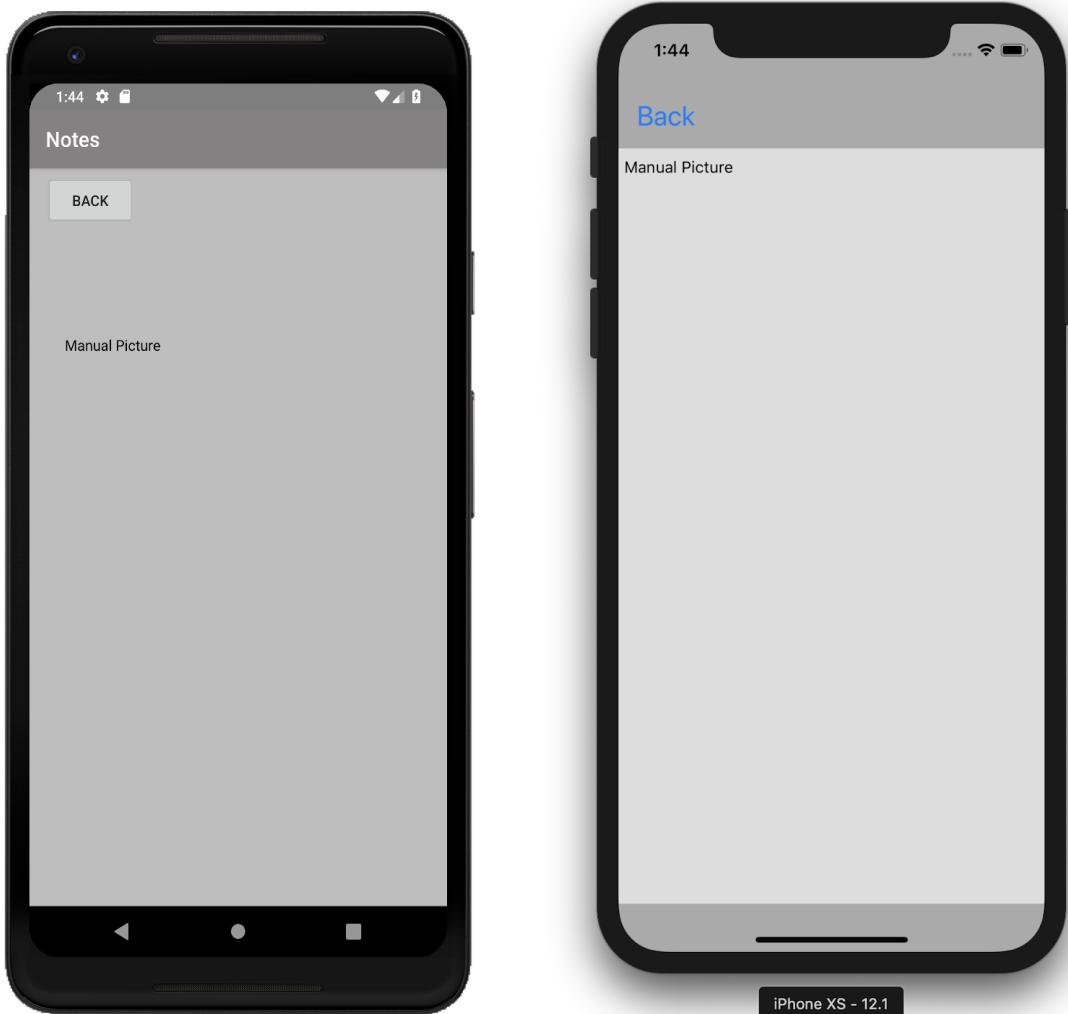
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- r) User is presented with text field to create a note.



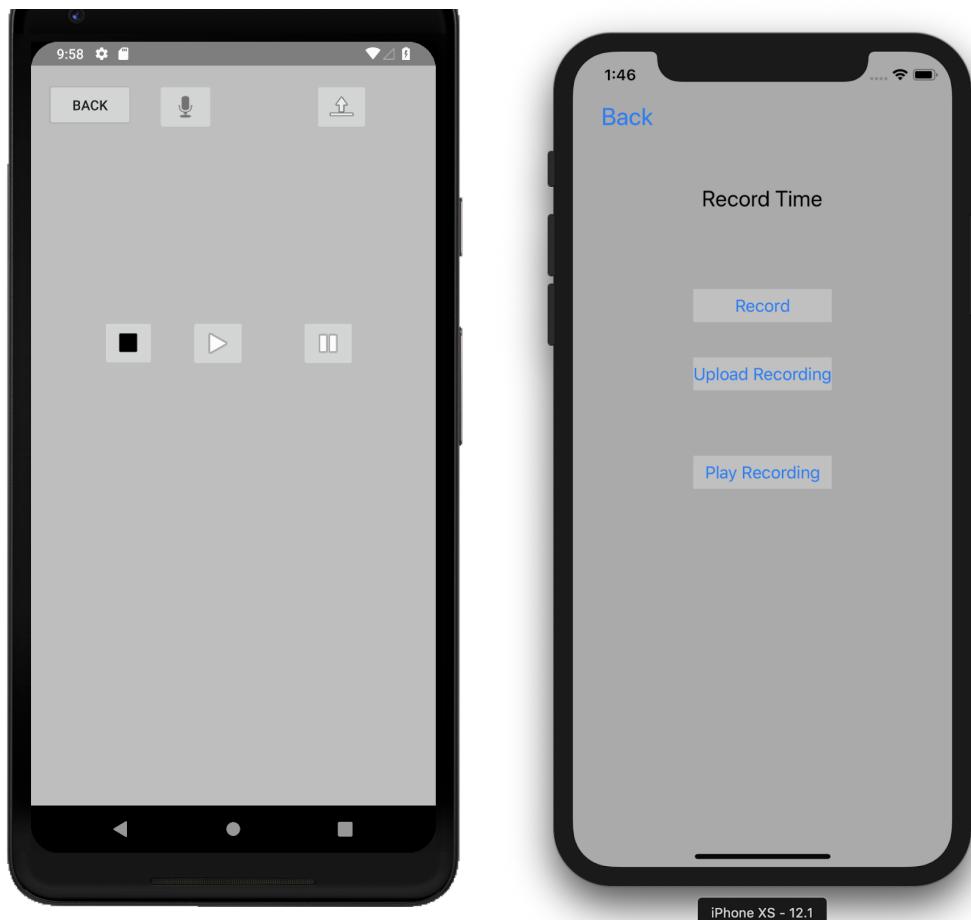
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s) Note displayed as a read only entity.



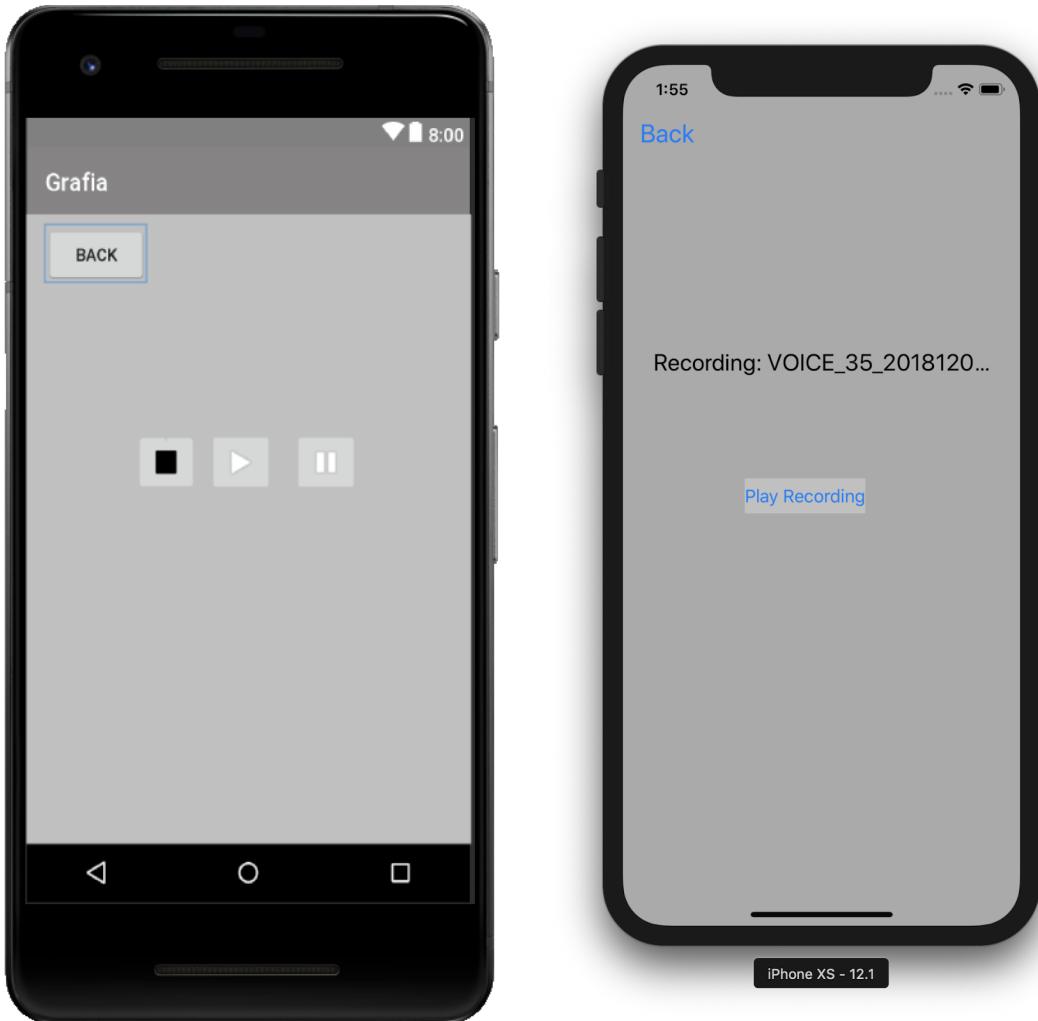
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- t) Presents participant with the options to record from the microphone and upload to **Project** and audio control buttons.



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- u) *Audio recording is loaded in view.*



## II. Non Functional Attributes:

### A. Lost Connection

1. An alert box is displayed to notify the user that the connection was lost.  
Android users have the option to retry connection or log out. iOS users will be notified and the app will stay put until an interaction with the view that requires an internet connection is performed.
2. **Figures**
  - a) Alert box notifies user that connection is lost and presents options to take.

