

Universidad de Puerto Rico  
Recinto de Río Piedras  
Departamento de Ciencias en Cómputos

# Manual de aplicación: Grafía



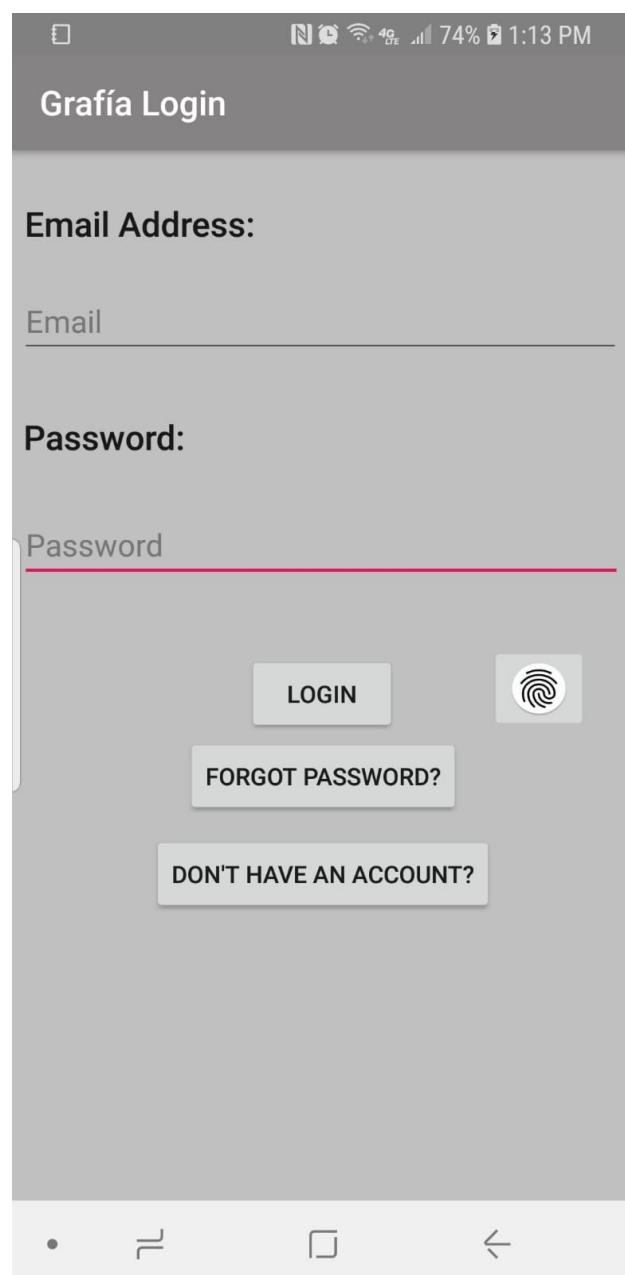
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Kevin Legarreta  
David J. Ortiz Rivera  
Bryan Pesquera  
Enrique Rodriguez  
CCOM4030-0U1  
Prof. Carlos Corrada

## I. Android

### A. Login

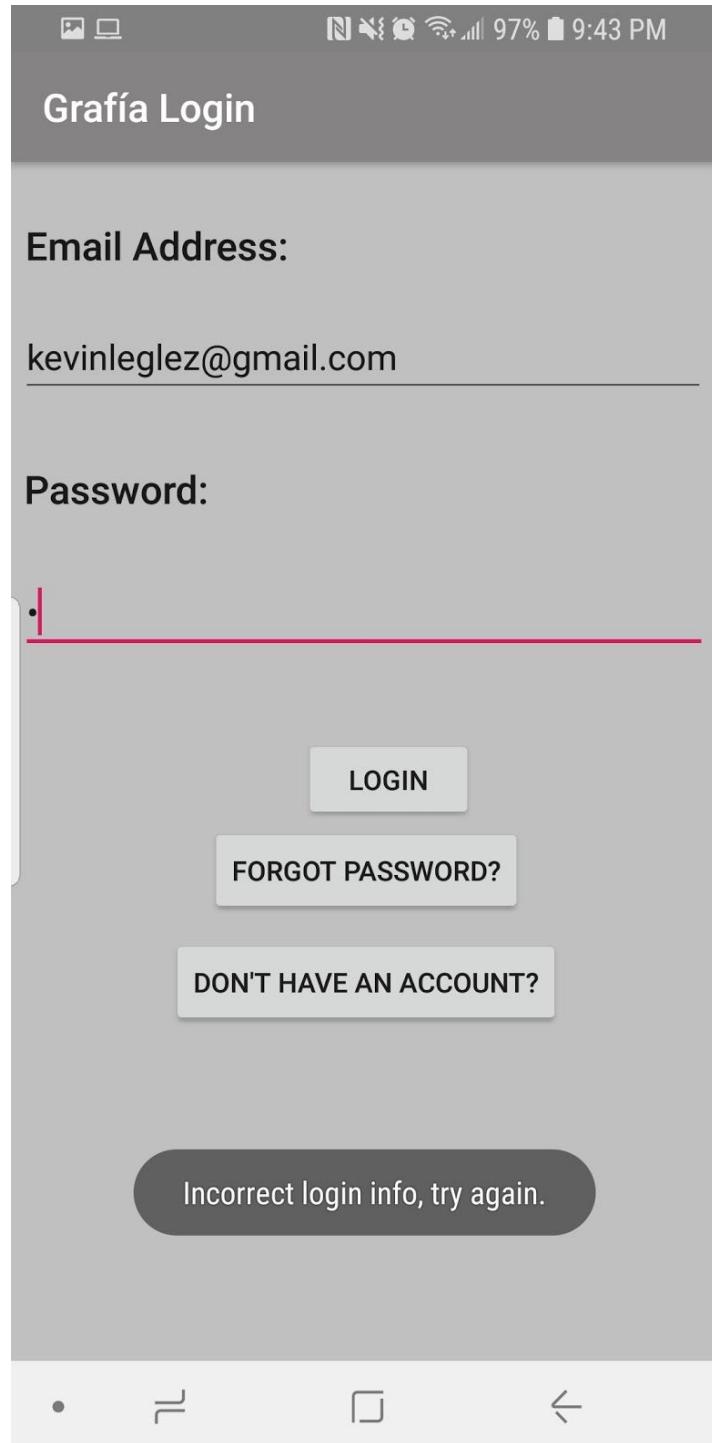
#### 1. Text Authentication:

- 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.B)** button
- e) If password was forgotten, presented with **Forgot Password (I.C)** button
- f) Figures:
  - (1) Login Activity when app is initially launched

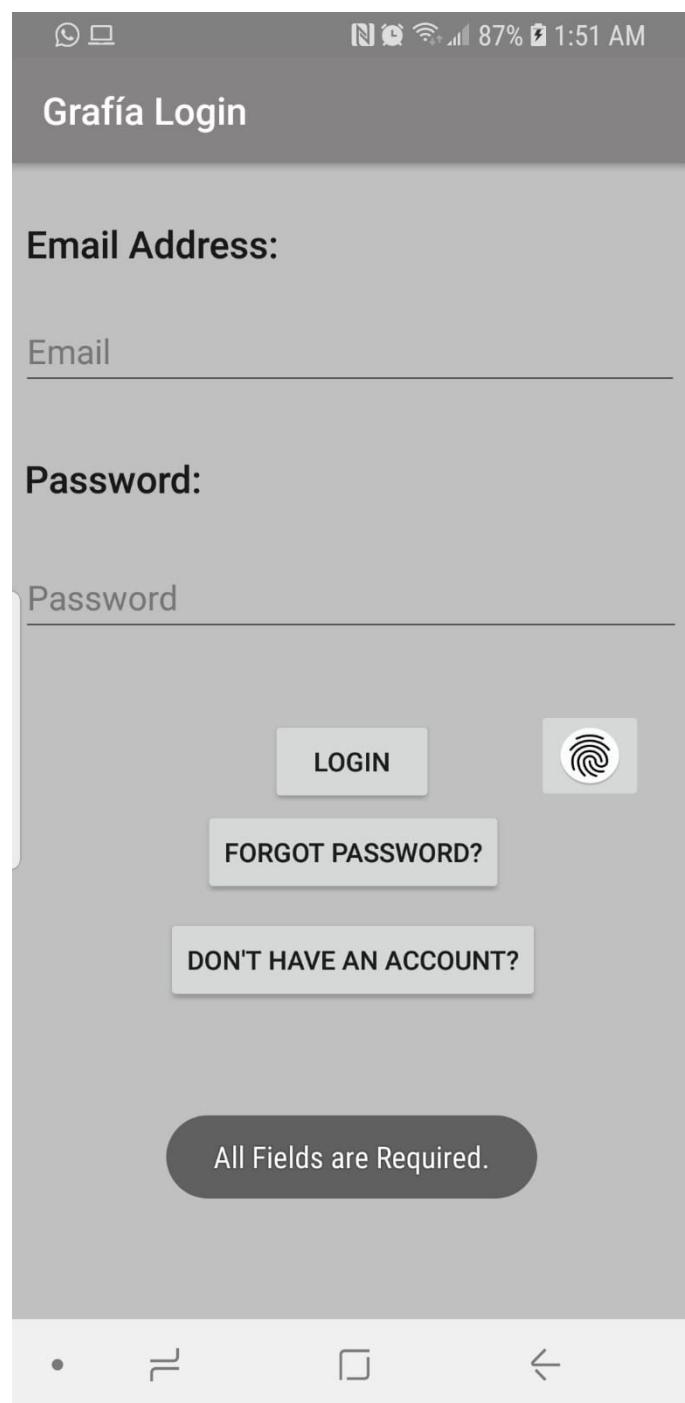


(2) Incorrect Login

- (a) Incorrect Email or Password CAMBIA ESTO  
KEVO

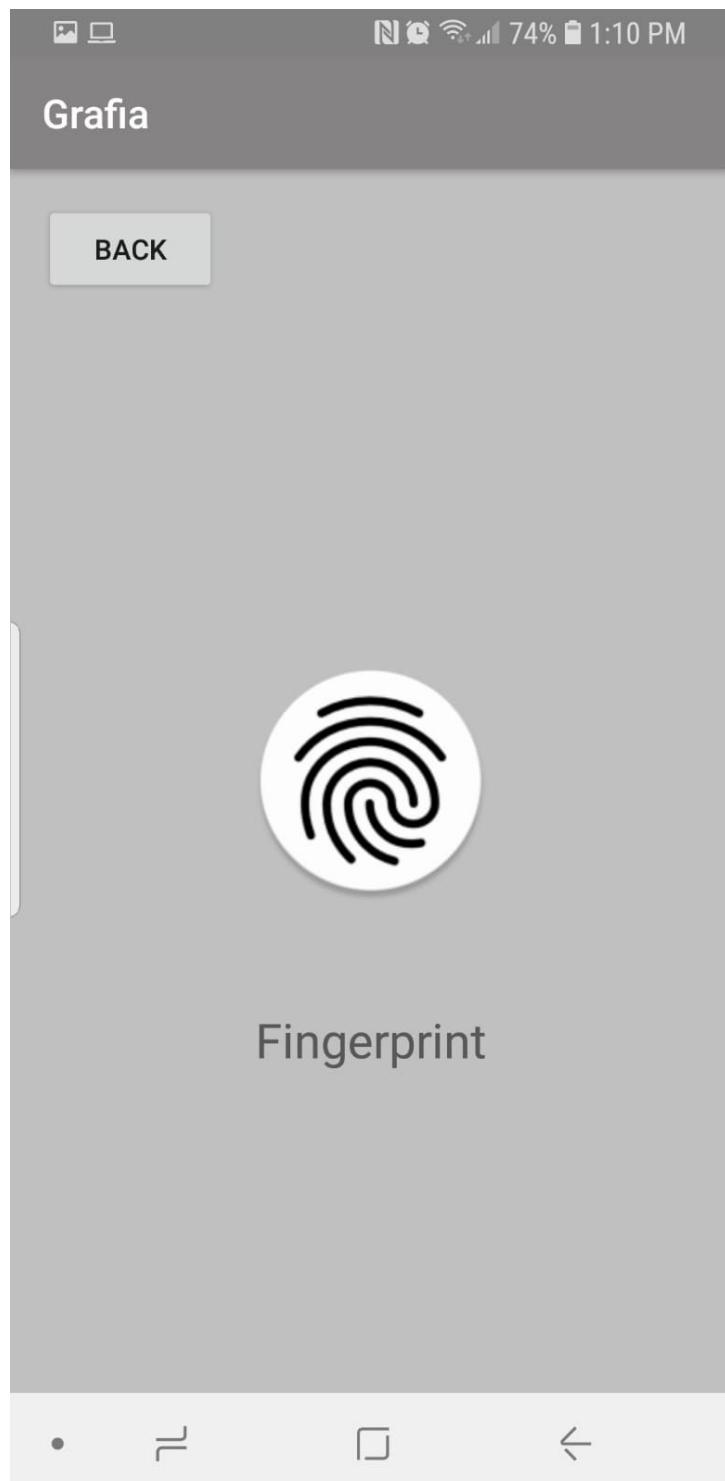


(b) Empty forms



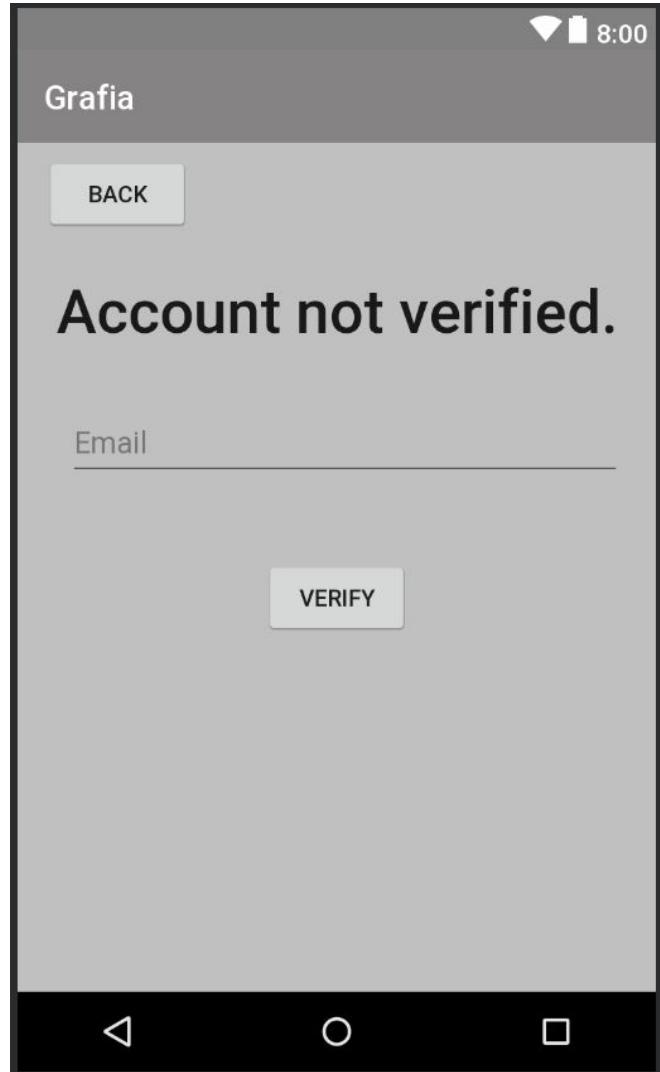
**2. Biometric Authentication:**

- a) User will login with registered credentials determined when account was created
- b) Figures:
  - (1) Fingerprint button at **Login** screen is pressed, now user can authenticate using his fingerprint.



### 3. Non-verified Users

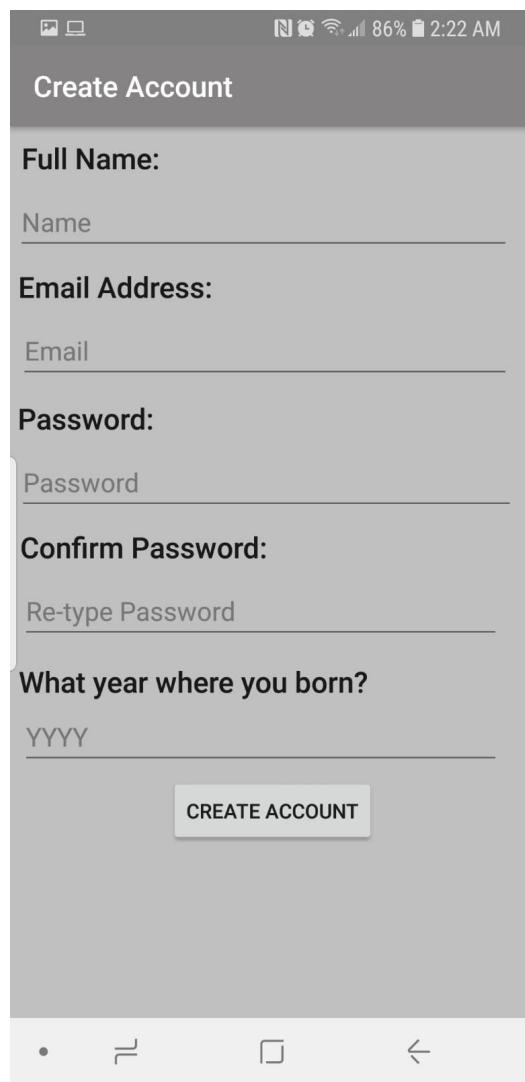
- a) Will not be taken directly to **Dashboard (I.D)** until account is verified
- b) Figures:
  - (1) Ask users to verify their account



## B. Create Account

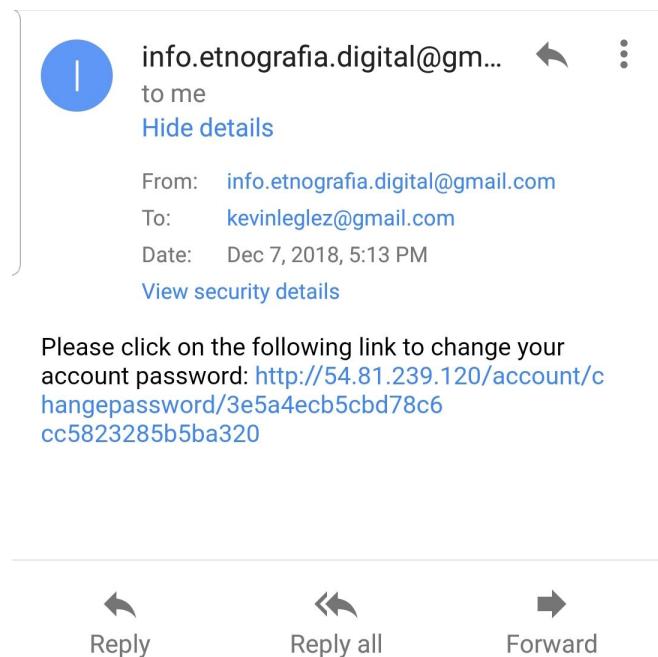
1. Registration:
  - a) Name form: Name of user
  - b) Email form:
    - (1) Valid email since it will be verified later
    - (2) Not already registered email. Database does not allow duplicate email entries.
  - c) Password form:
    - (1) User's desired password

- (2) A string of at least 8 characters that contains a combination of alphanumeric characters and symbols is suggested
- d) Confirm Password form: Should match **Password** form
  - e) Birth Year form: Should be a valid calendar year. This answer will be used to **Change Password (I.C)** request
  - f) Figures:
    - (1) Create Account Activity when **Create Account** button is pressed at **Login (I.A)**

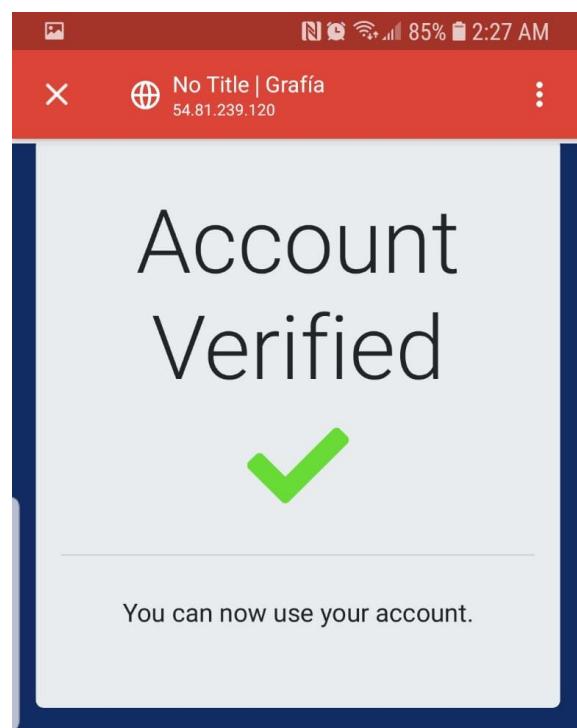


## 2. Verification

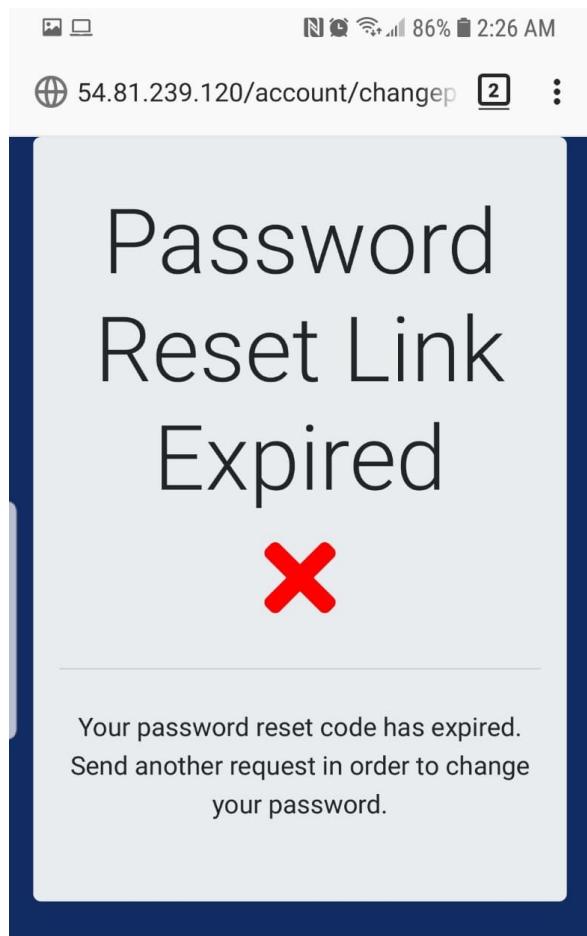
- a) After successful registration, an email will be sent to the registered email for account verification
- b) Figures:
  - (1) Email sent to user to verify account. Keep in mind that the link expires.



*(2) When verification is successful*



*(3) When Link expires*



### C. Change Password

#### 1. Make a Request

- a) Email form: Registered email,

- b) Birth Year form: User registered answer from **Create Account (I.B)**

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



2. Email

- a) After forms are filled correctly an email will be sent at users verified email
- b) Figures
- (1) Email sent to user to recover his account by change of password

## Change Password ➔ Inbox



info.etnografia.digital@gm...

to me

Yesterday [View details](#)



Please click on the following link to change your account password: <http://54.81.239.120/account/changepassword/28becd25d209c49cdfde48577dab556f>

### 3. Web Page

- a) After expiring-link in email is pressed the user will be taken to a webpage to determine his new password.
- b) Figures:
  - (1) Web Page where user inserts new desired password:

New Password

Confirm Password

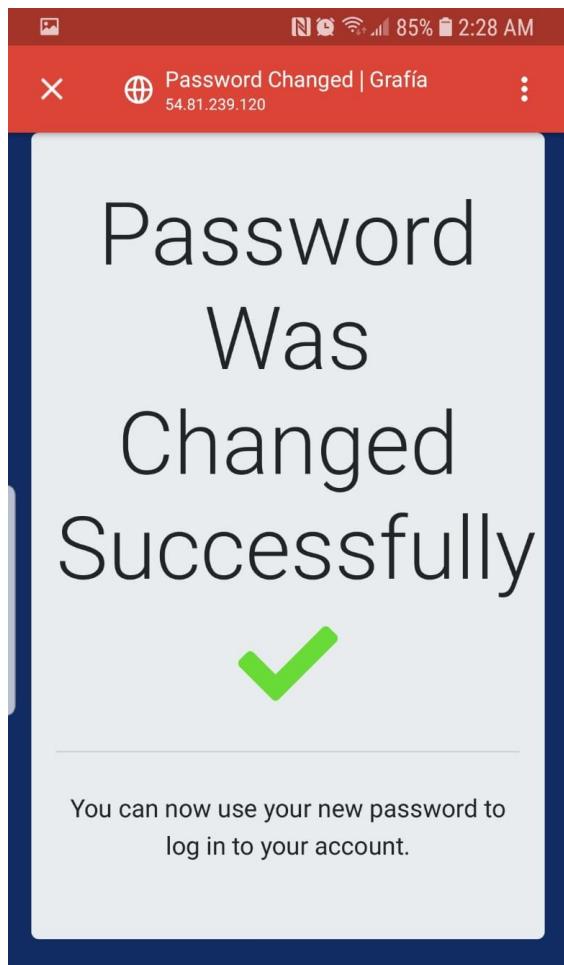
I'm not a robot

reCAPTCHA  
Privacy - Terms

Please prove you are human.

Reset Password

- (2) When password change is successful

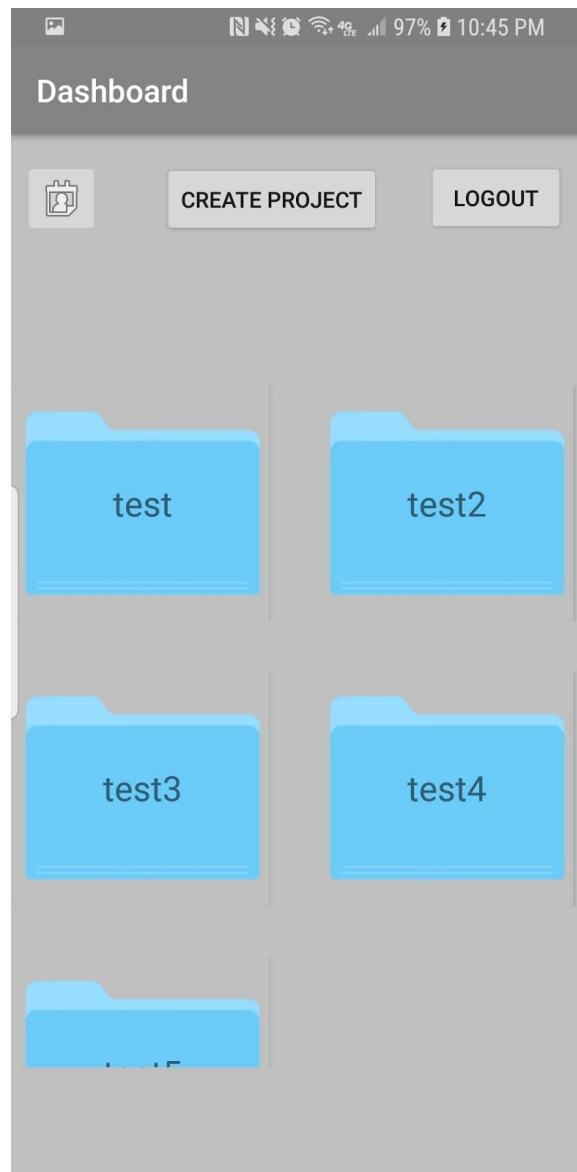


#### **D. Dashboard**

##### **1. Dashboard View**

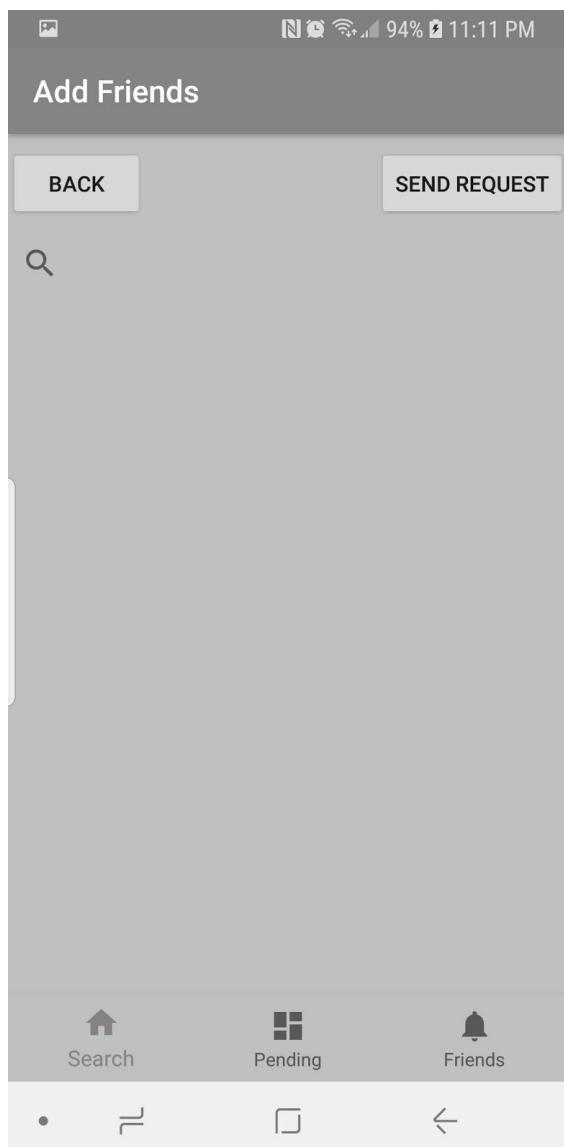
###### *a) Figures:*

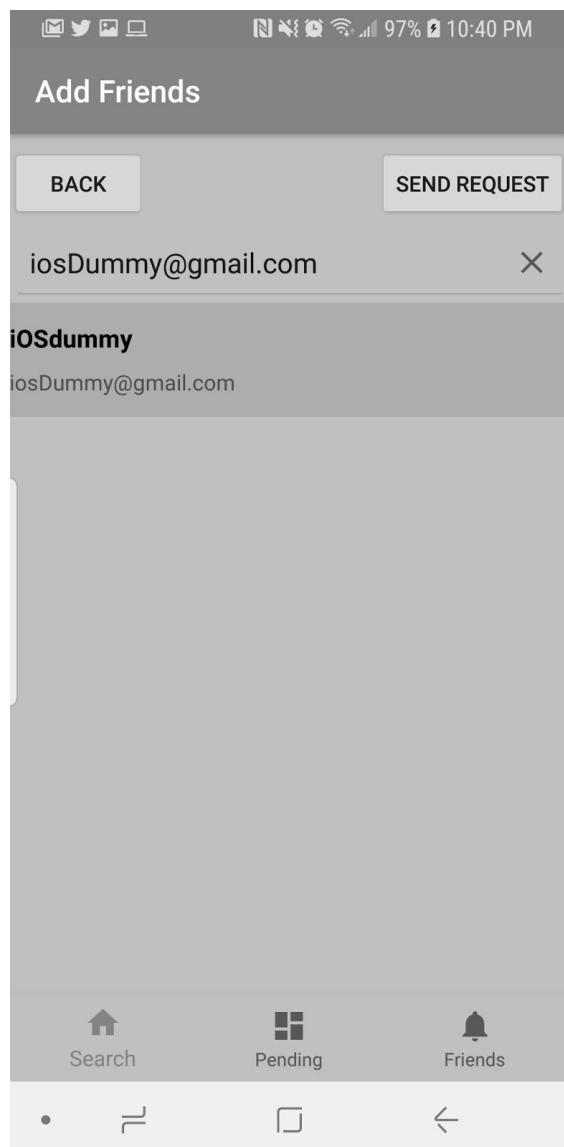
- (1) Dashboard View displays projects that user is a participant in and options to create more projects or logout.*

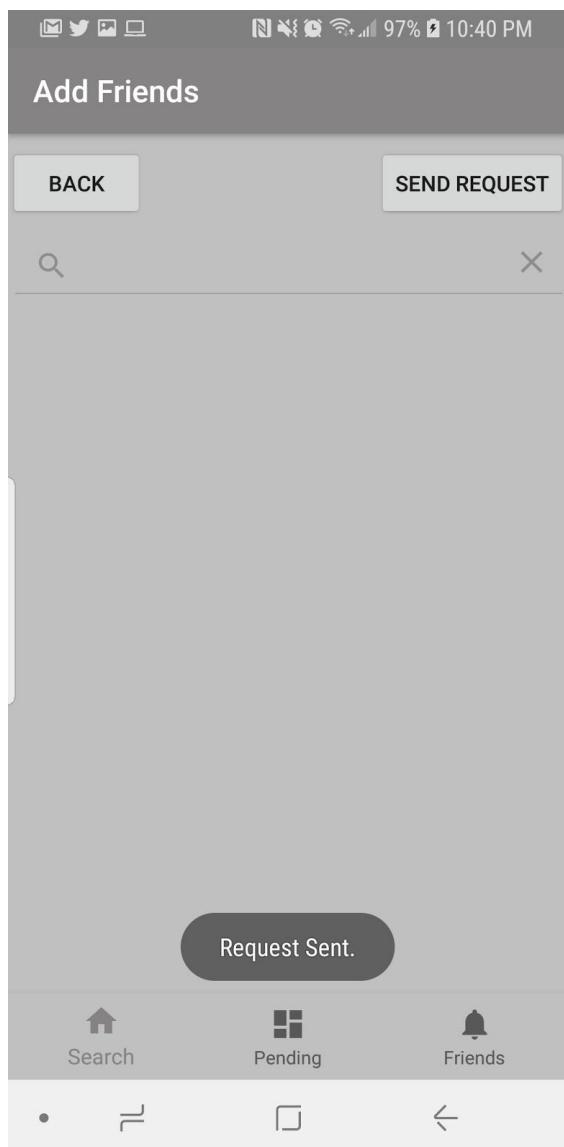


## 2. Friends View

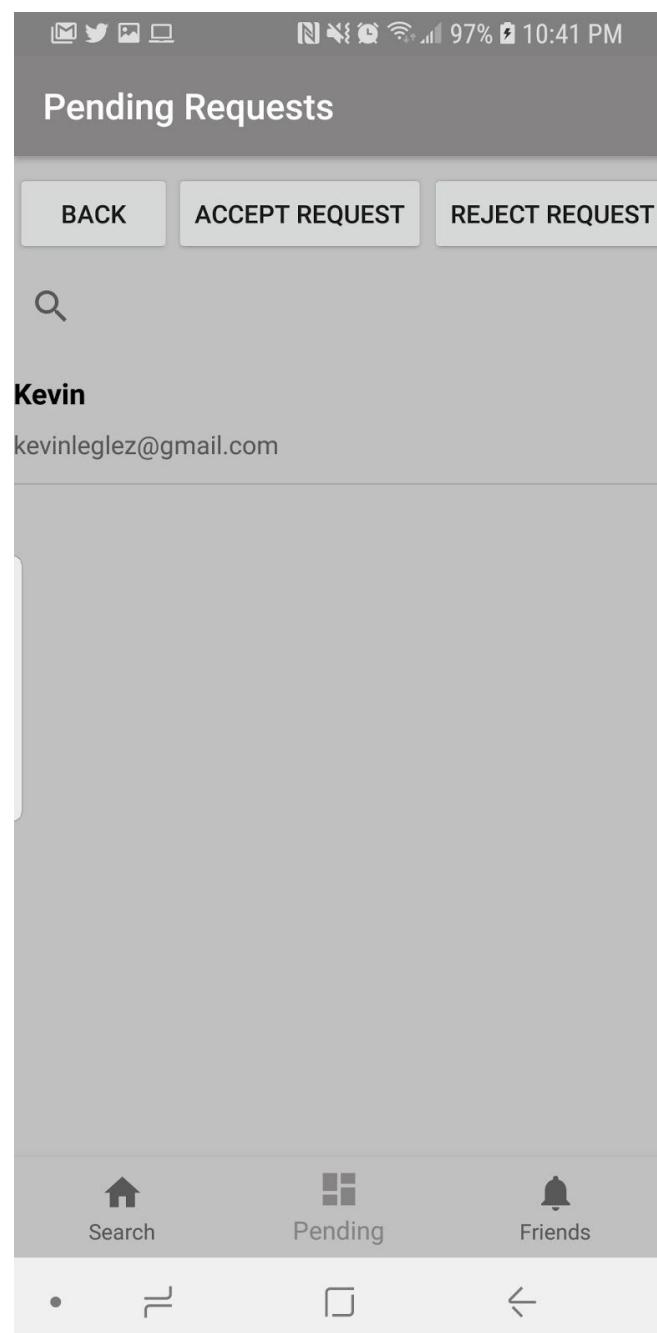
- a) Allows user to search and add friends, to later make them participants in projects where said user is administrator.
- b) Displays users that have sent friend requests giving the option to accept or reject requests
- c) Displays user's friends list
- d) Figures:
  - (1) Search and add selected users



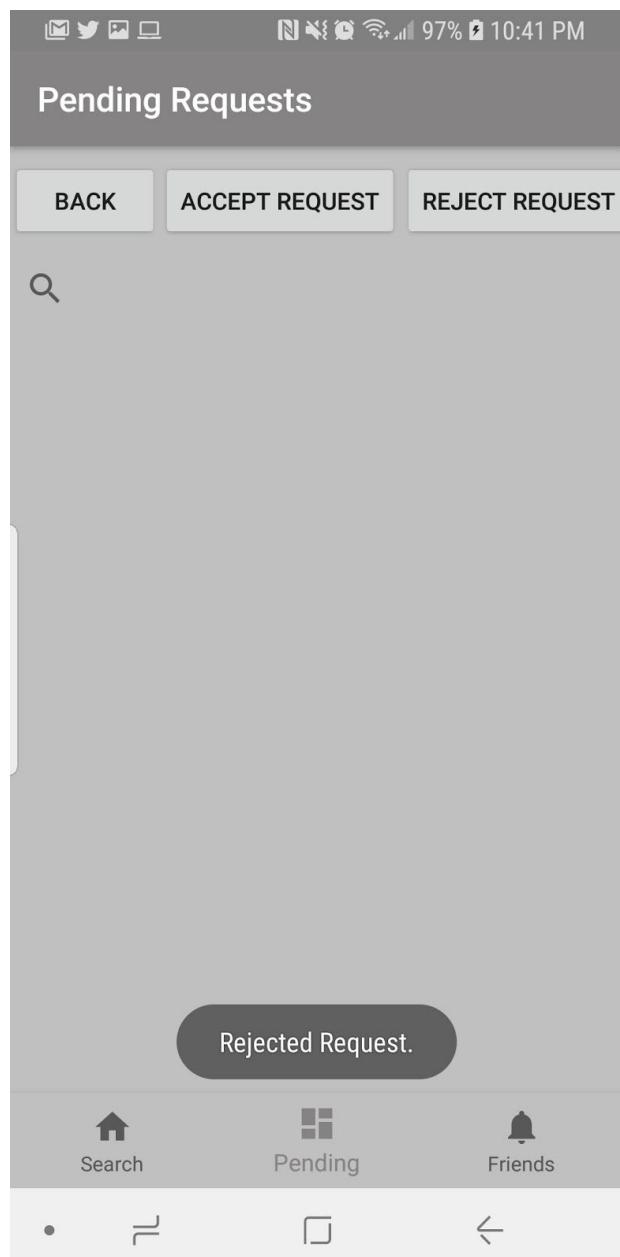




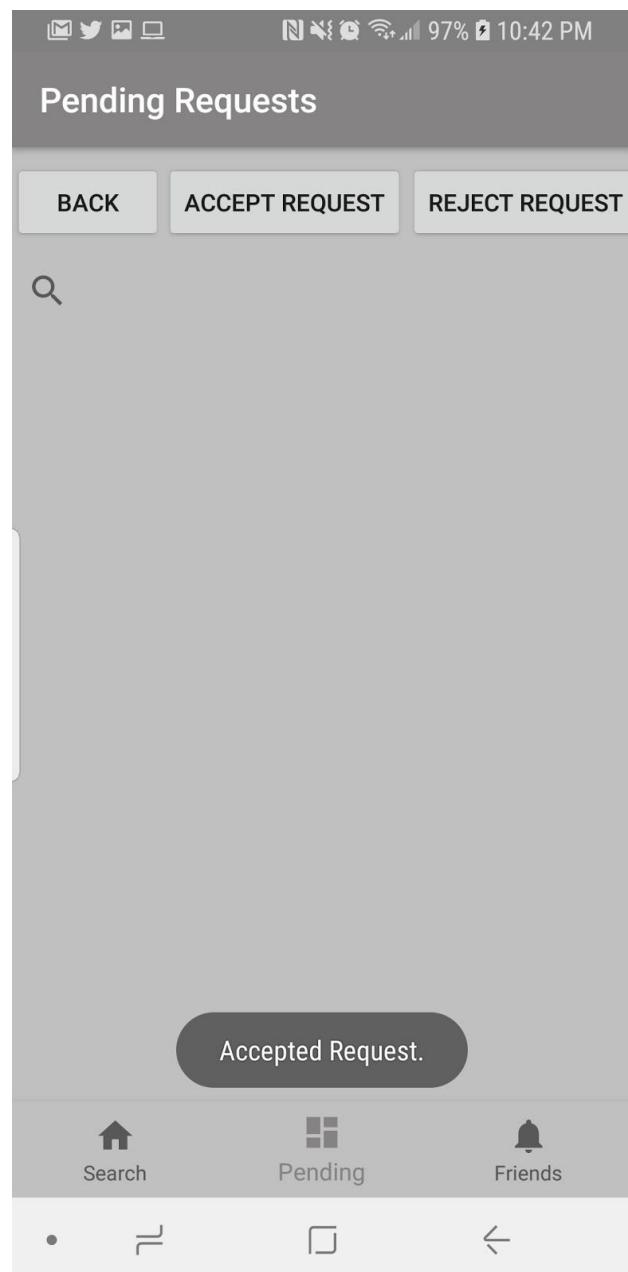
(2) User requests



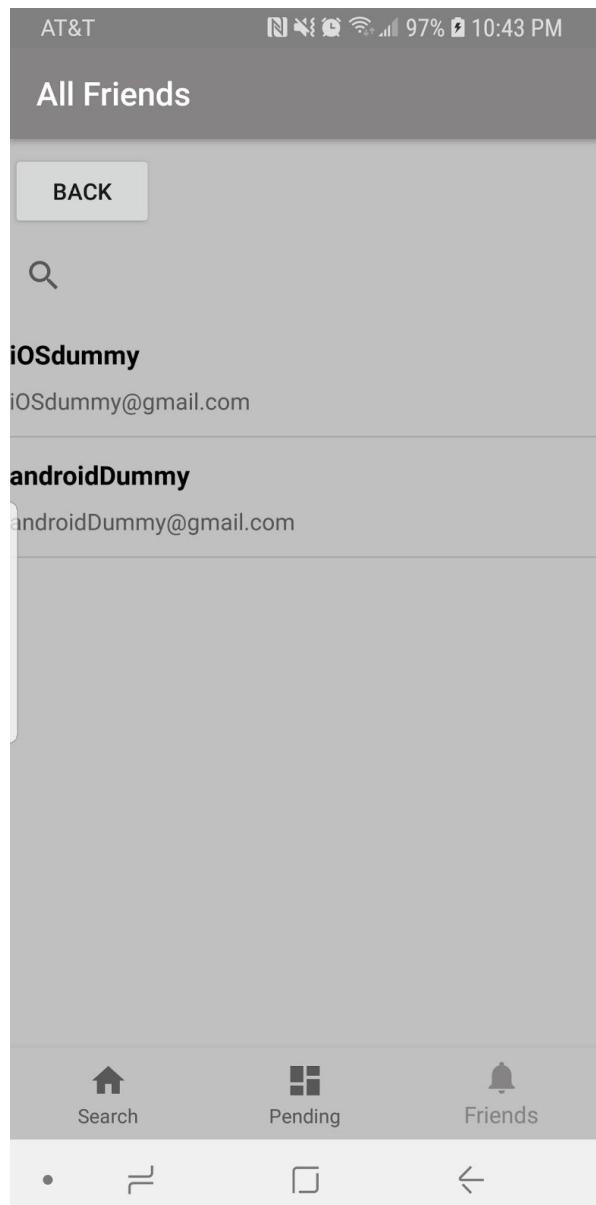
(3) Reject a user



(4) Accept a friend request

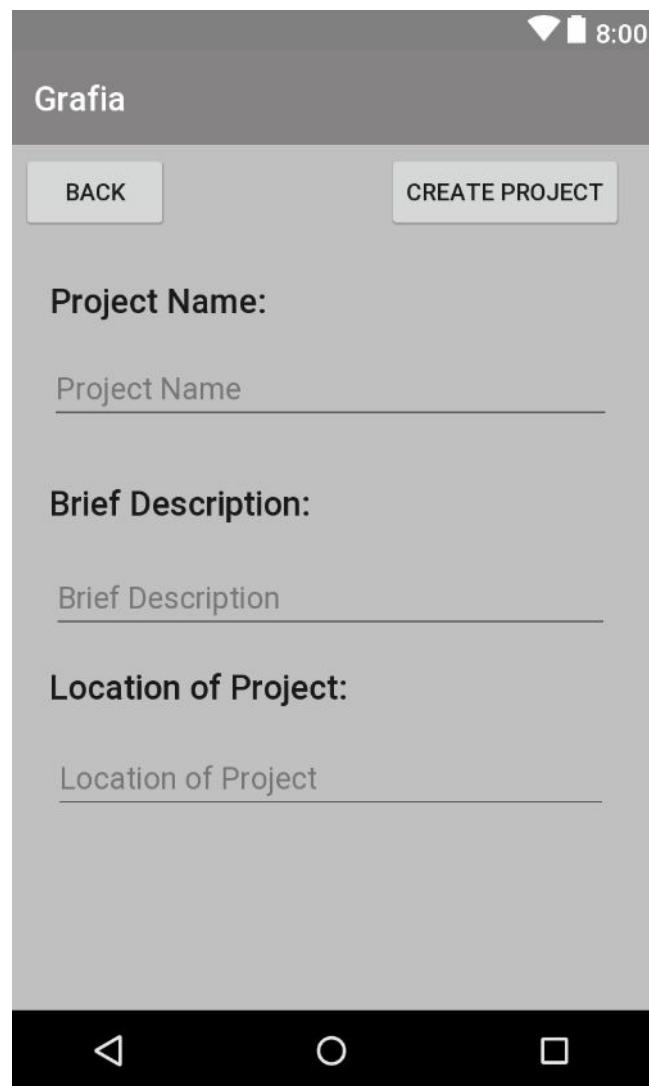


(5) Friends list



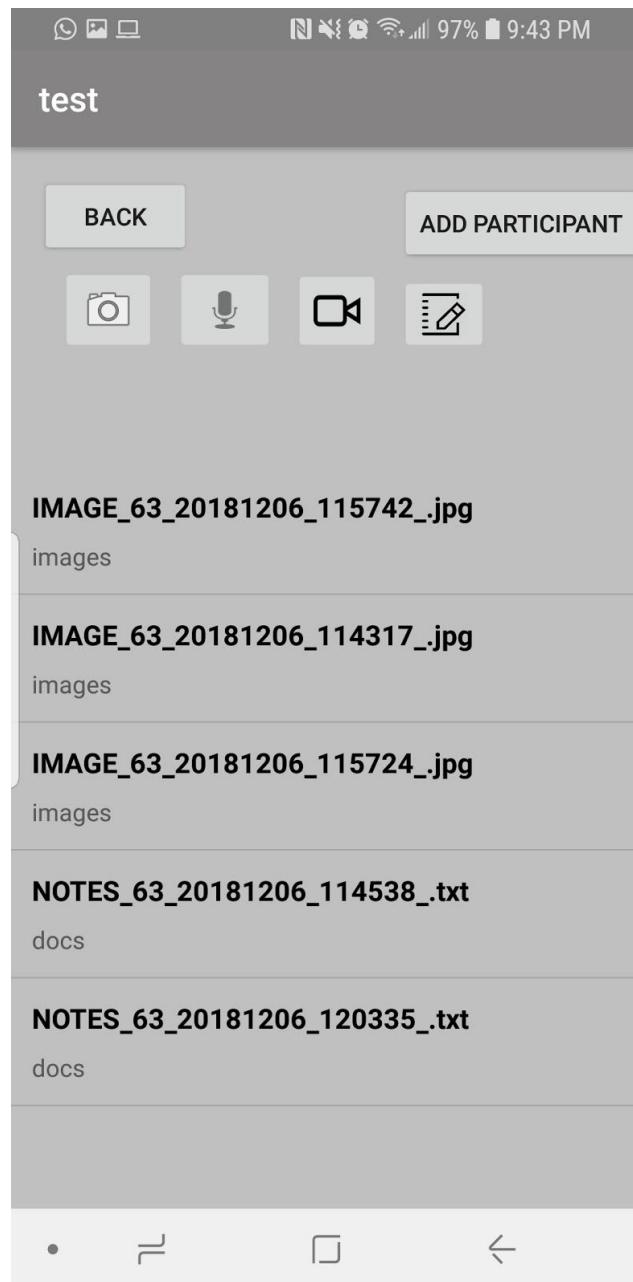
### 3. Create Project View

- a) Create a project folder where participants can store their data
  - (1) Project Name: Identify project
  - (2) Description: Brief description of the project
  - (3) Location: Where is the project taking place?
- b) Figures:
  - (1) Forms for user to distinguish his project from any others.

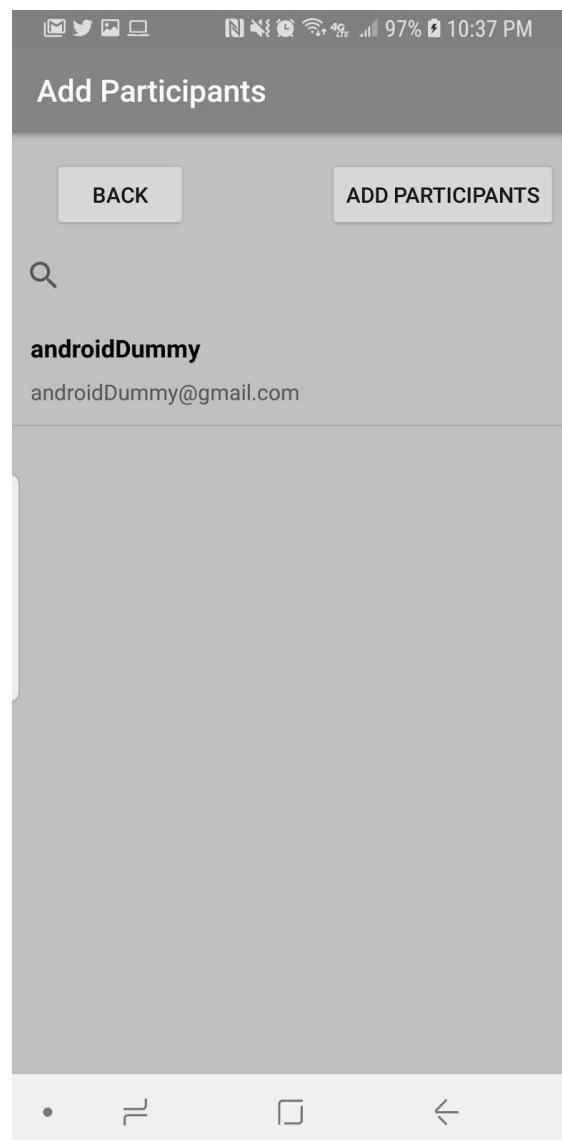


#### 4. Projects View

- a) *Folder where participants can store files. More specifically images, videos, text notes and audio recordings all 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 and upload/download files onto/from **Project***
  - (3) *Figures:*
    - (a) *Project View displays files currently in project and add participants, image, audio recording, video, and note buttons:*

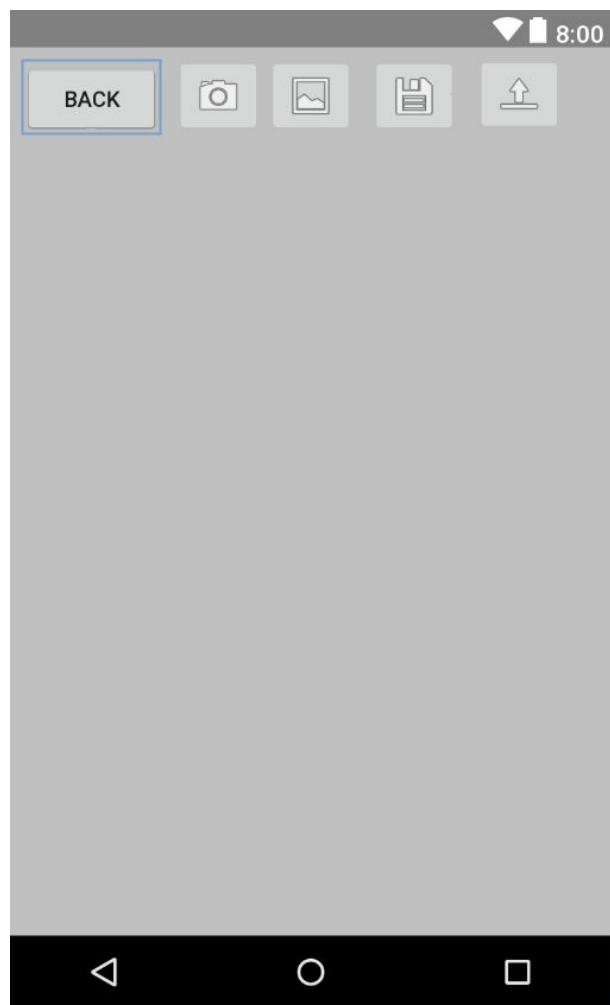


(b) *Search and Add participants from user's friends list to a Project*

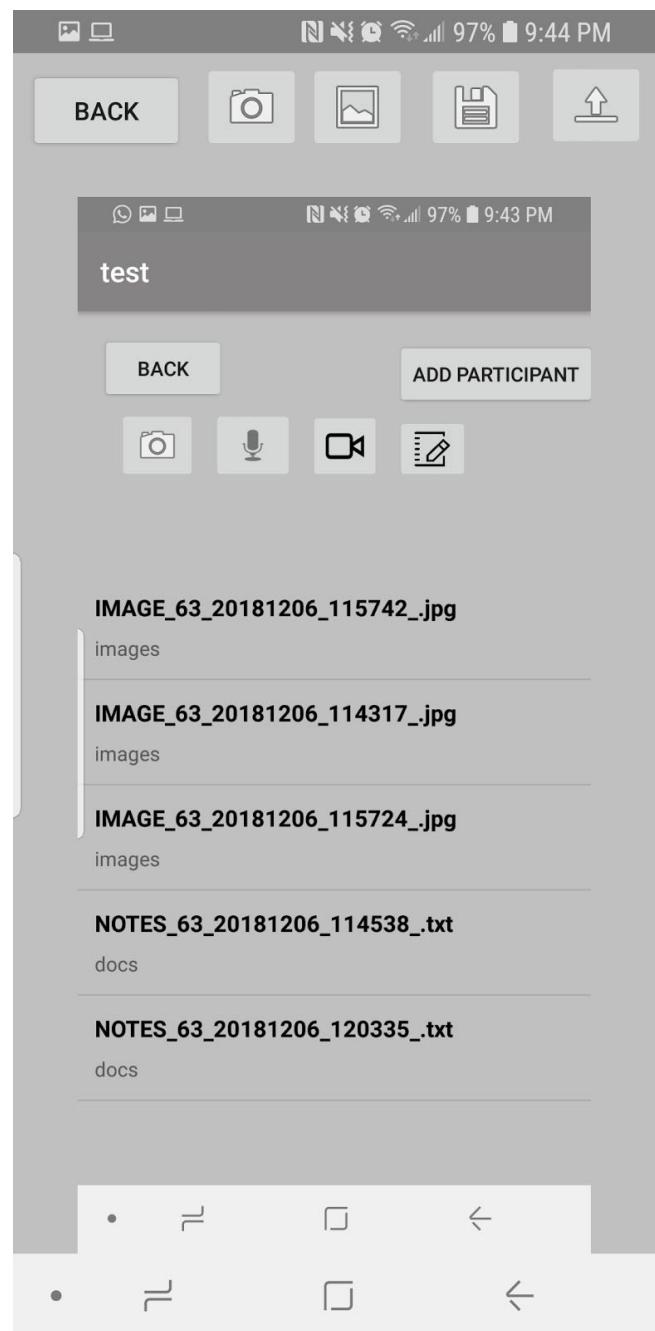


**b) Images**

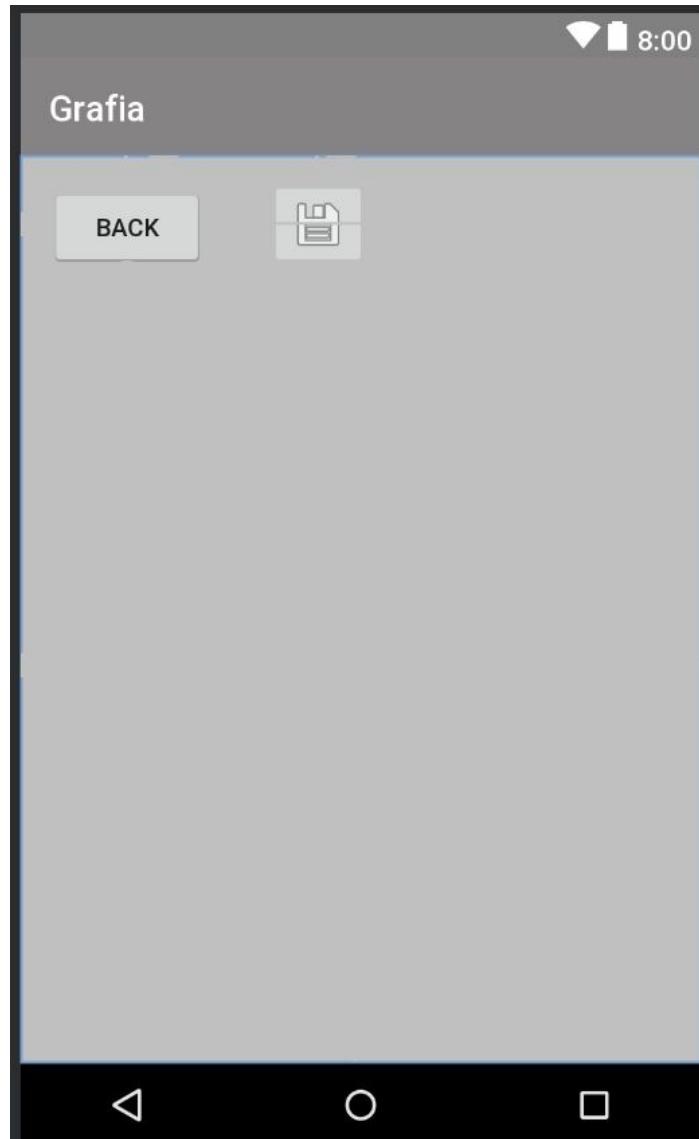
- (1) Allows project participant to load an image to activity by importing from gallery or capturing from the camera. It also gives participant the option to save image to the **Project** or download to gallery.
- (2) Figures:
  - (a) Buttons to capture an image from using the camera, import images from gallery, download image onto gallery, and upload image to **Project** respectively. No image is currently in the view.



*(b) Image is loaded in the view*



- (c) *Image loaded from server (Not loaded into view). Presents user with save image to gallery button.*

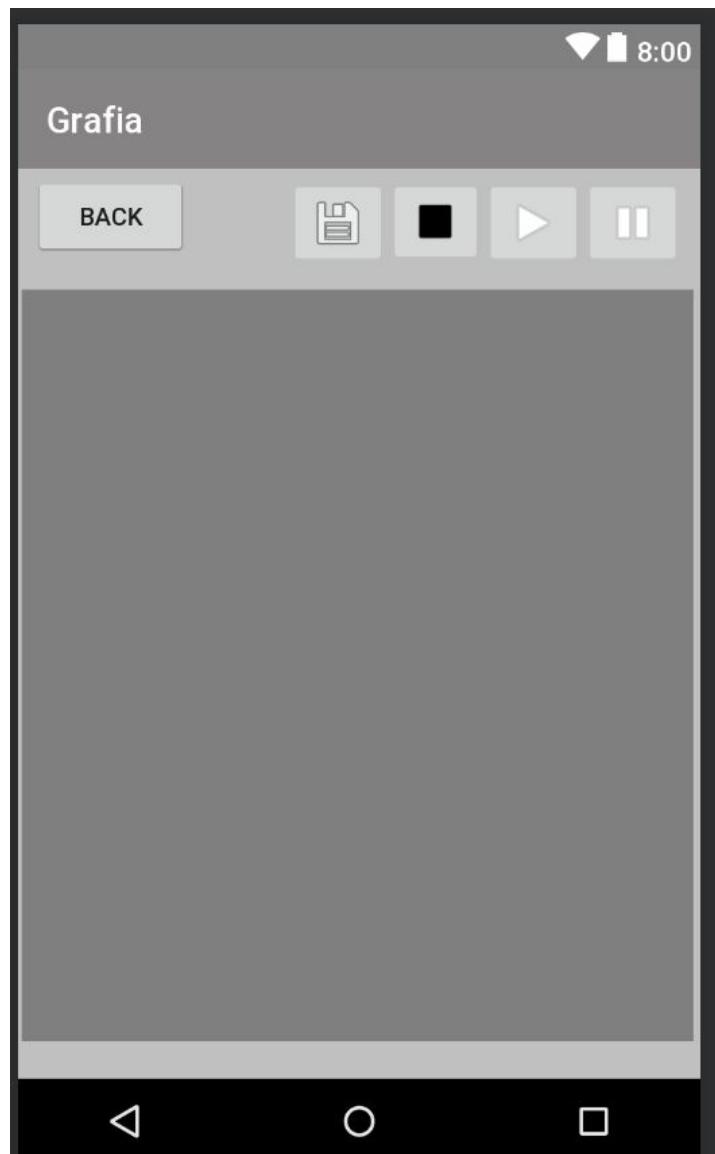


c) **Videos**

- (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 save video to the **Project** or download to gallery.
- (2) Figures:
  - (a) Buttons to record a video from the camera, import videos from gallery, download 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.

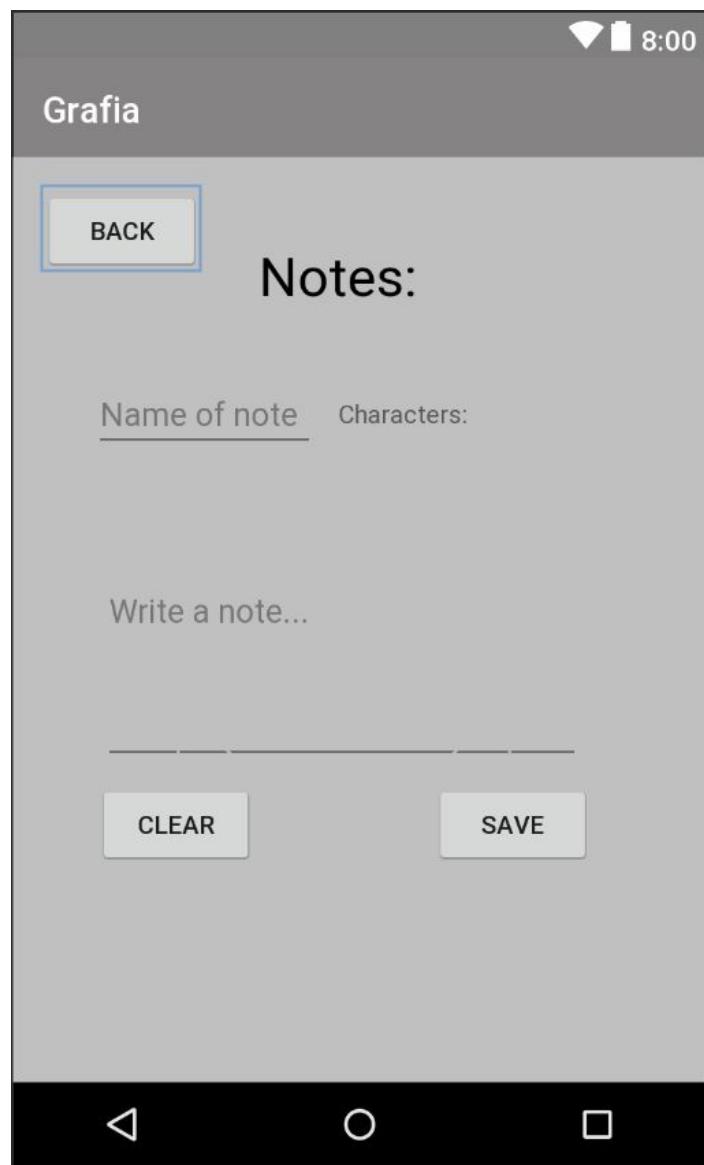


- (b) Video loaded on view
- (c) When streaming video from server (Video not loaded). Presented with save to gallery and video control buttons

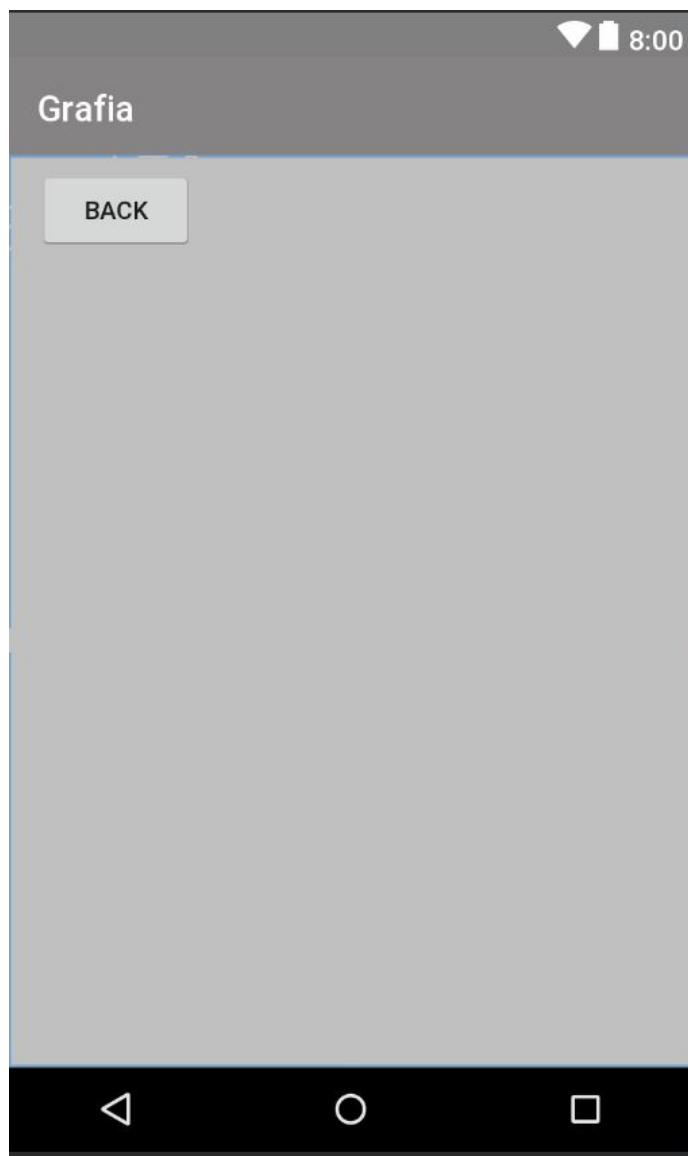


**d) Notes View**

- (1) Allows participant to create a text file.
- (2) Figures:
  - (a) Edit text view. Presents participant with input text boxes for name an actual text of notes, displays character count and clear field of text and save buttons.



(b) When note is loaded from server it is no longer editable (Note not loaded).

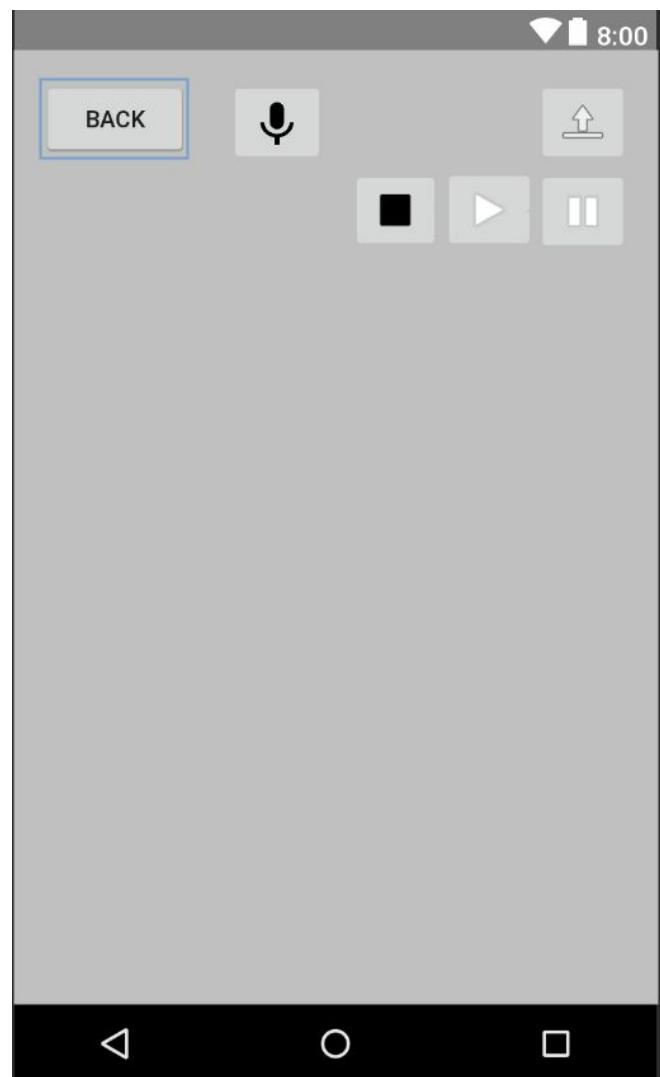


e) **Audio View**

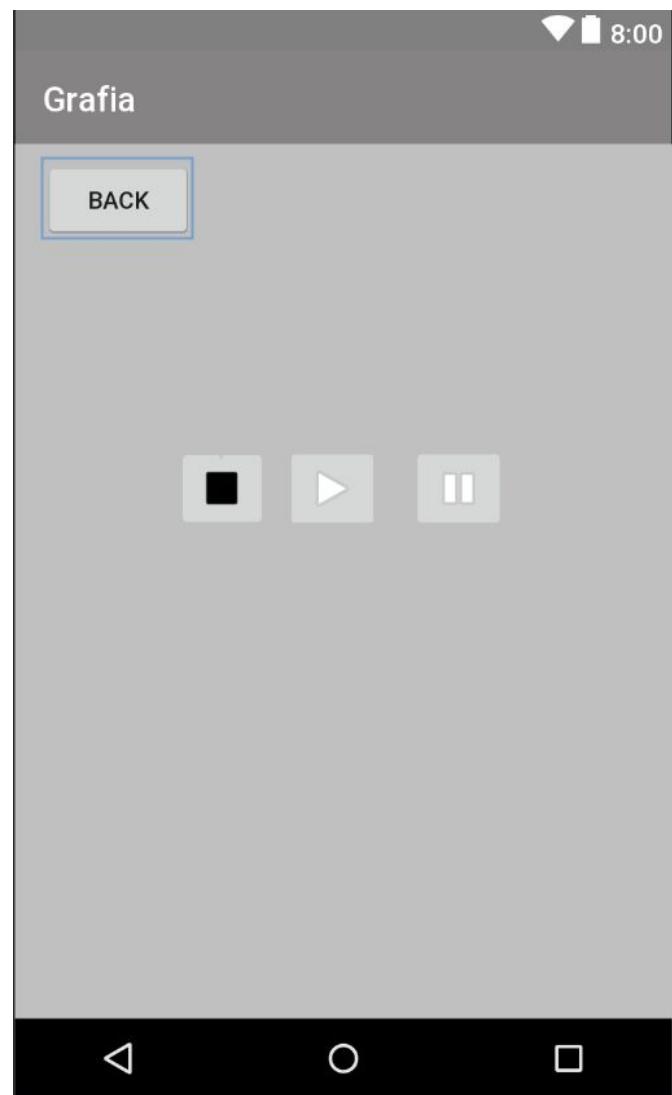
(1) Allows participant to create audio and play audio recordings

(2) Figures:

(a) Audio Recorder view. Presents participant with record from microphone, upload to **Project** and audio control buttons.



(b) When listening to recording downloaded from server



*Mock draft for iOS section*

## **II. iOS**

### **A. Login**

1. Authentication

### **B. Create Account**

1. Verify

### **C. Change Password**

1. Email
2. Webpage
3. Figures
  - a)

**D. Dashboard**

**E. Friends**

1. Add Requests
2. Reject Requests
3. Friends List

**F. Projects**

1. Admin
2. Non-Admin

**G. Create Projects**

**1. Images**

- a) From Gallery
- b) From Camera
- c) Upload
- d) Download

**2. Videos**

- a) From Gallery
- b) From Camera
- c) Upload
- d) Download

**3. Notes**

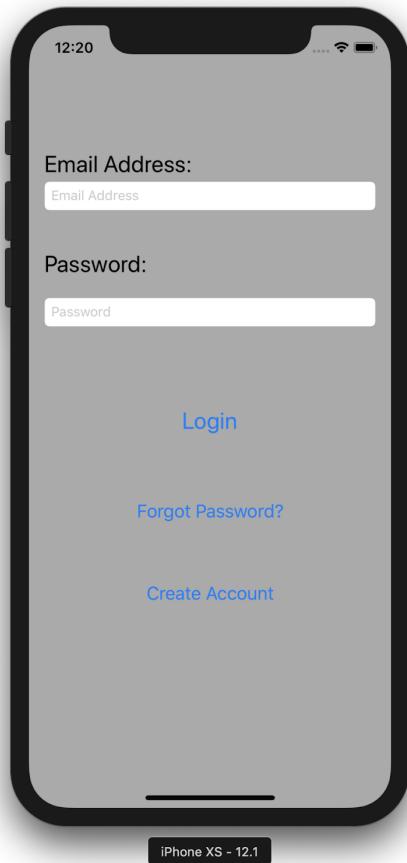
- a) Upload
- b) Download

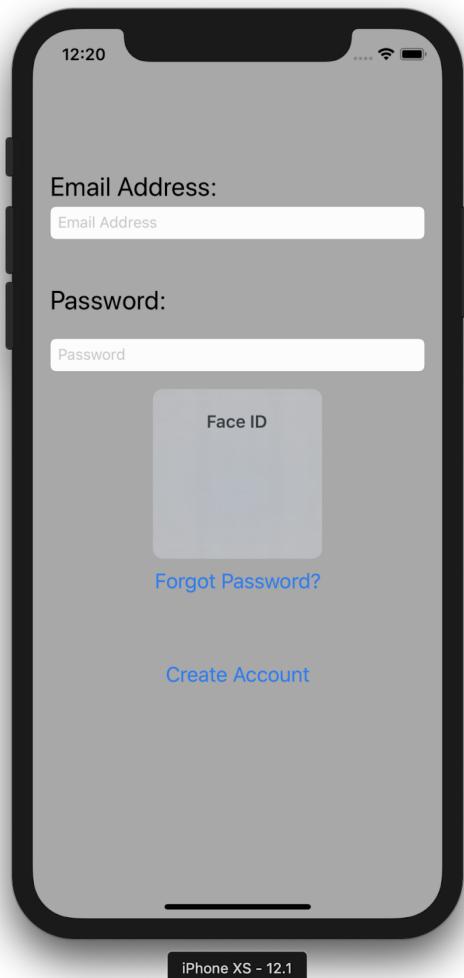
**4. Audio**

- a) Upload
- b) Download

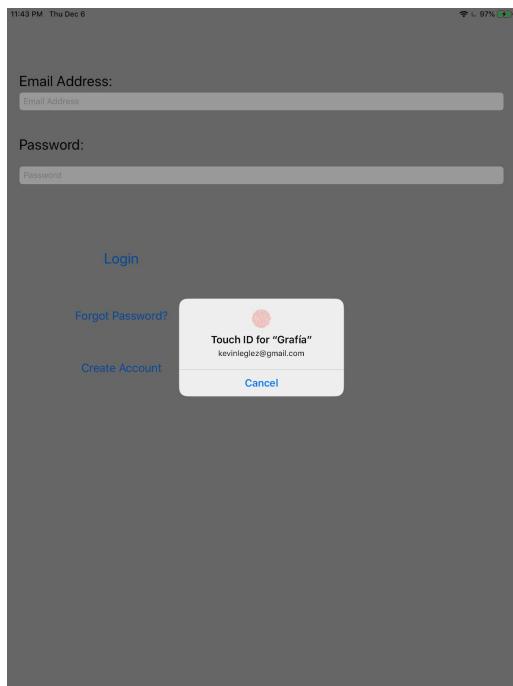
*iOS*

*Login:*

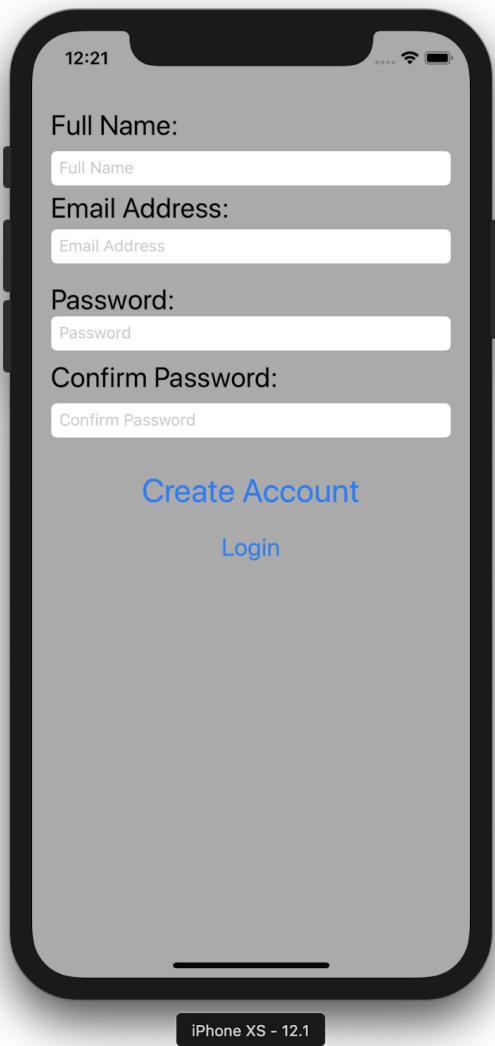




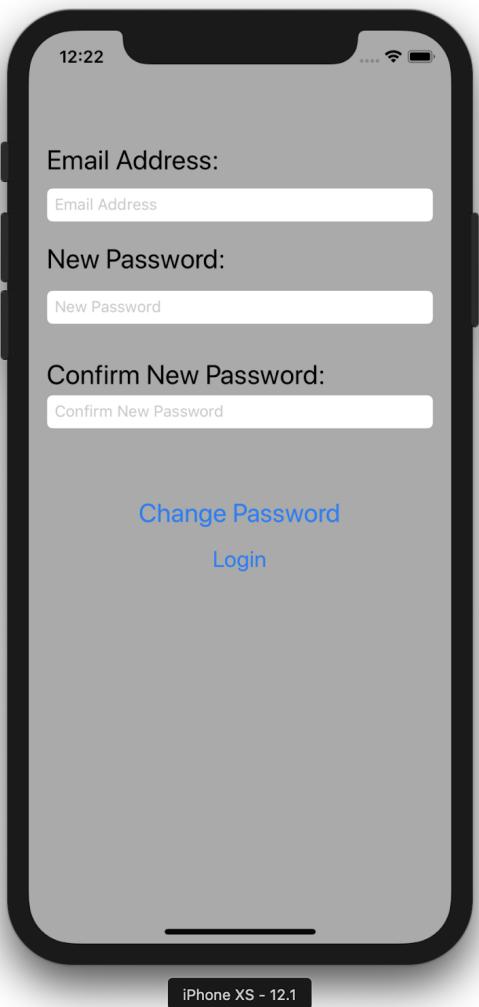
## *Grafia Application Manual*



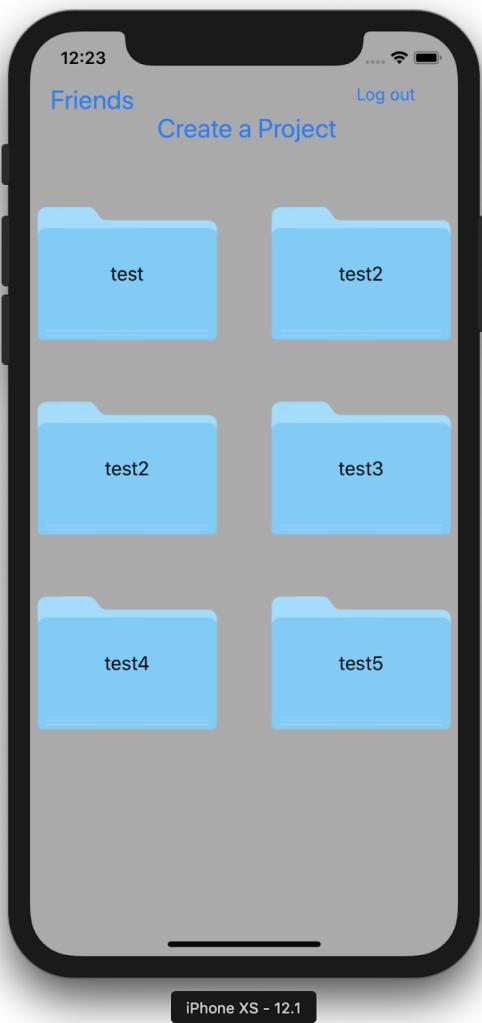
**Create Account:**



**Change Password:**



**Dashboard**

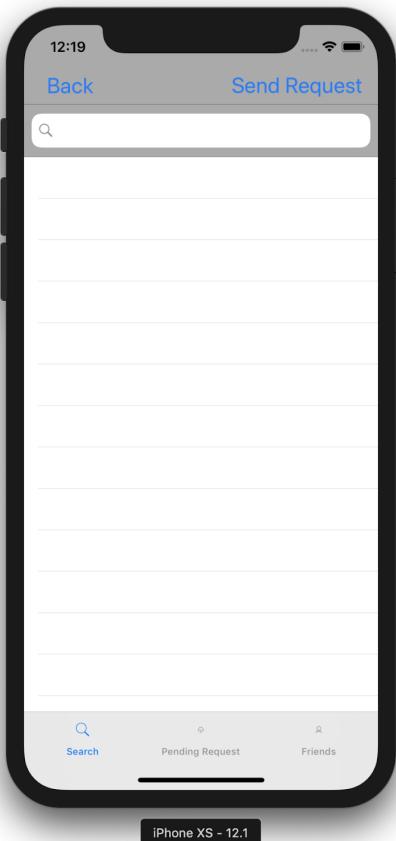
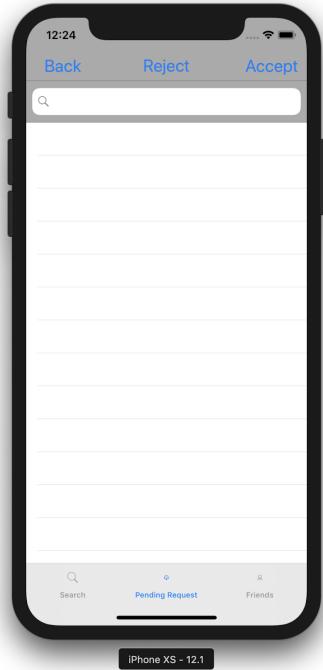


Create project

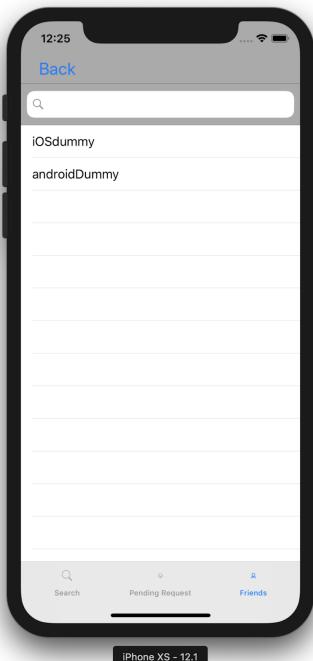
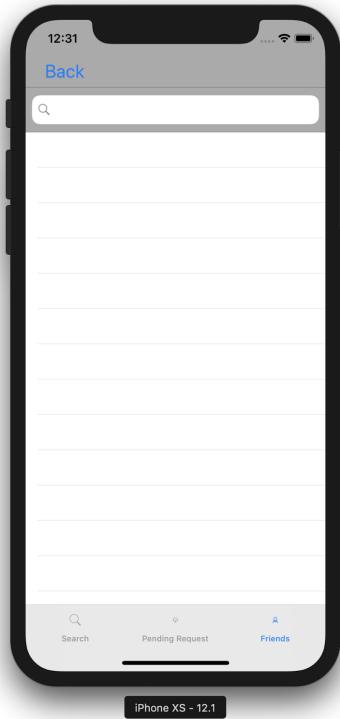


**Friends:**

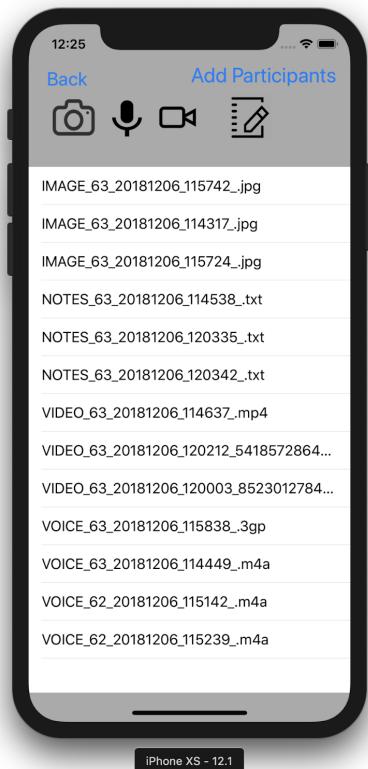
## Grafía Application Manual



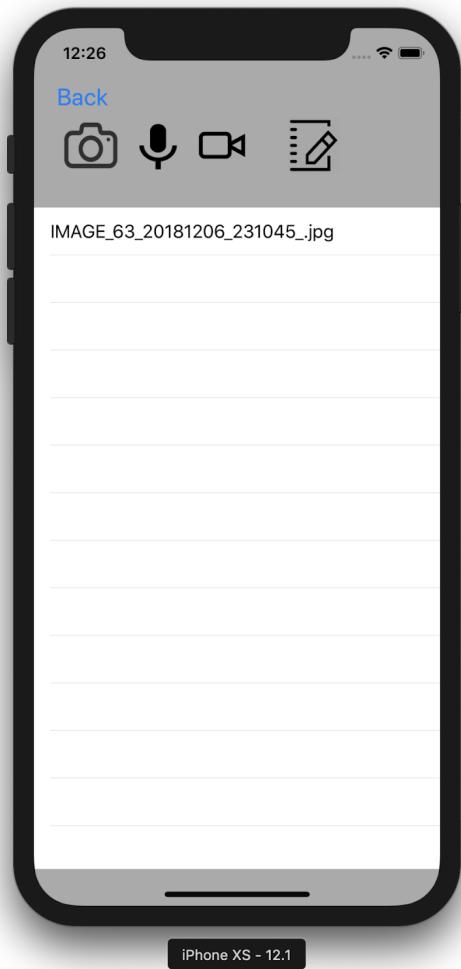
## *Grafia Application Manual*

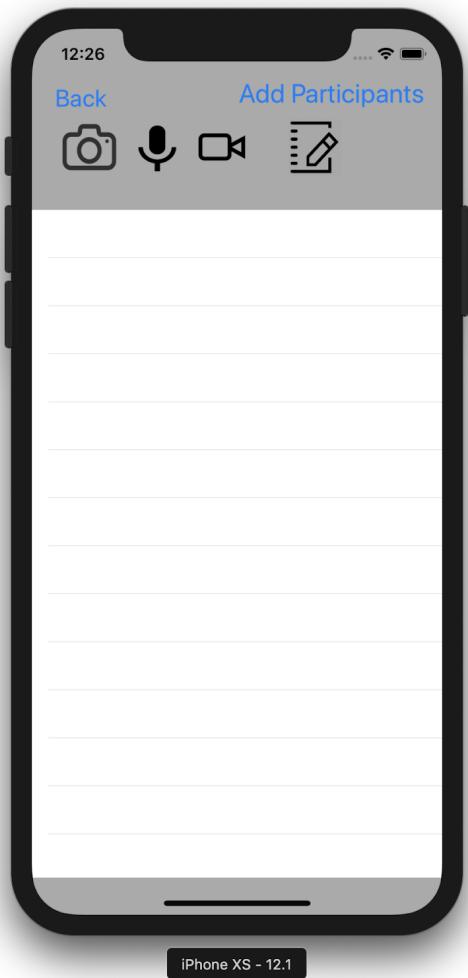


**Project View:**



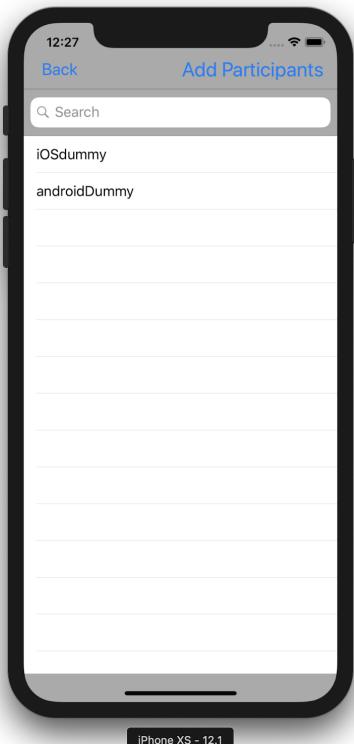
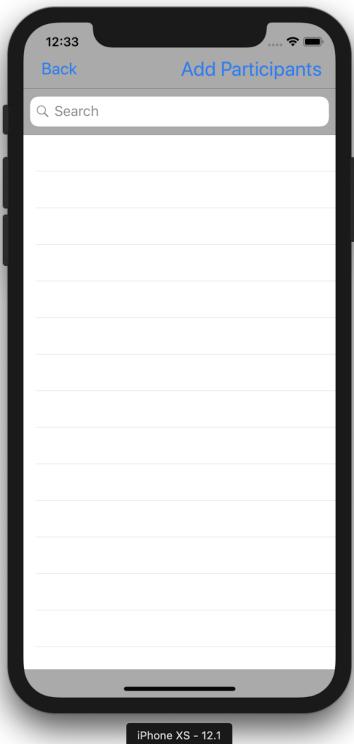
*Grafía Application Manual*





**add Participants**

## *Grafía Application Manual*

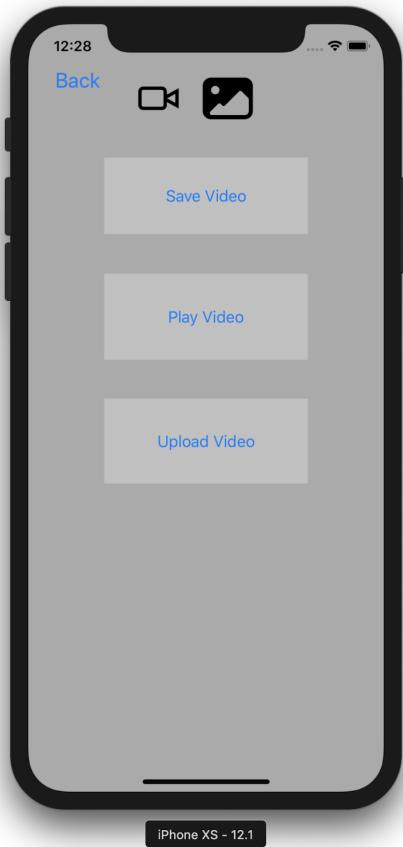


**notes**



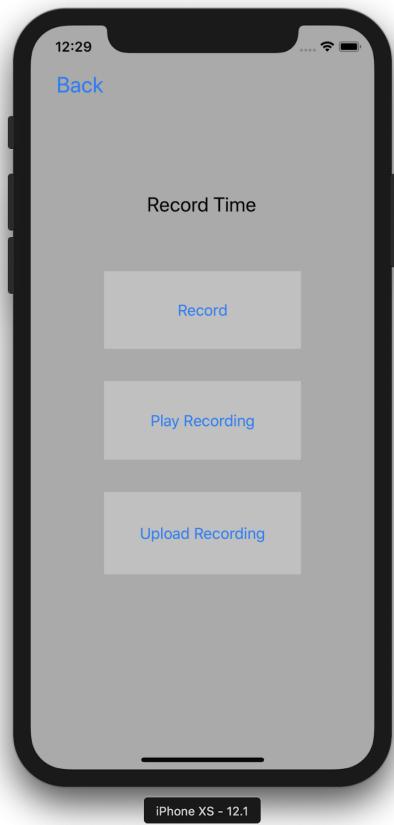
videos

*Grafía Application Manual*

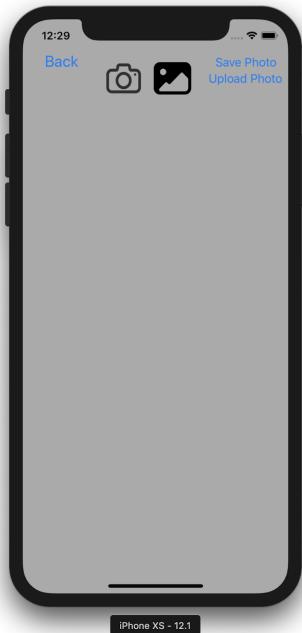


**voice:**

*Grafía Application Manual*



**save photo:**



**Email not verified:**

