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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 come into the screen.*  
*For both Android and iOS.*
2. *Figures:*



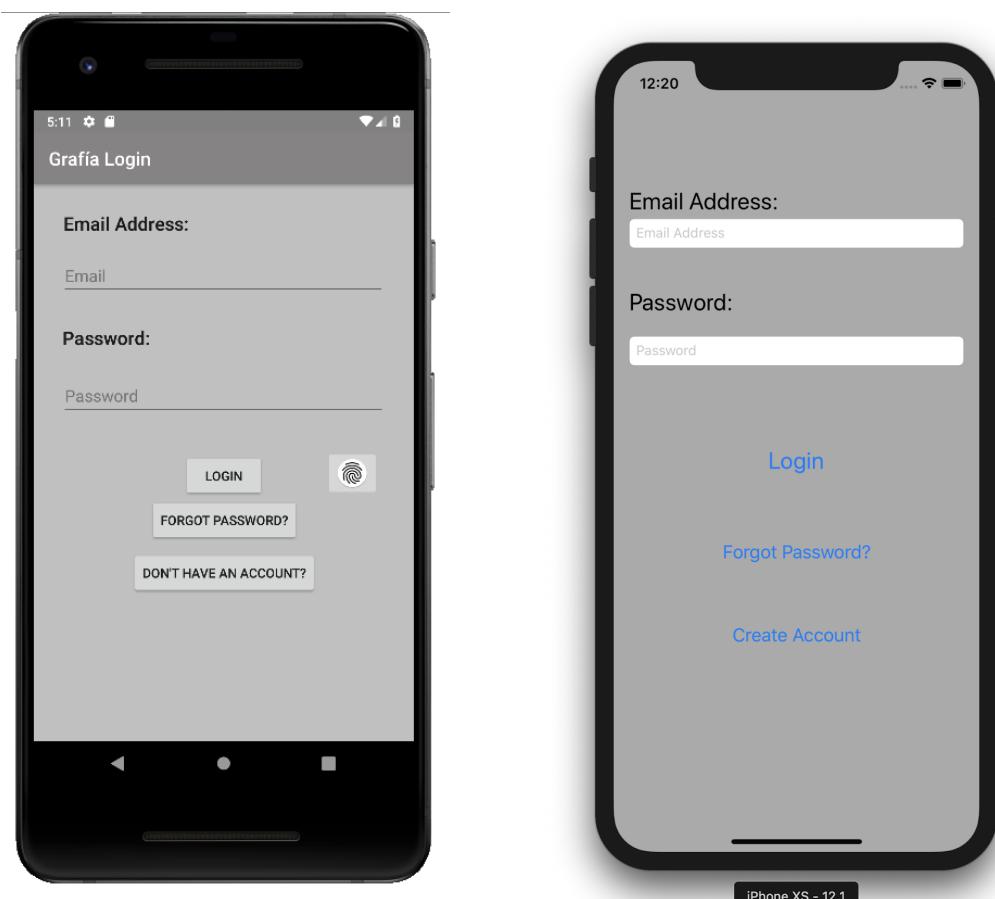
## B. Login

### 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.B)** button
- e) If password was forgotten, presented with **Forgot Password (I.C)** button
- f) Android contains a fingerprint button that activates the fingerprint activity.

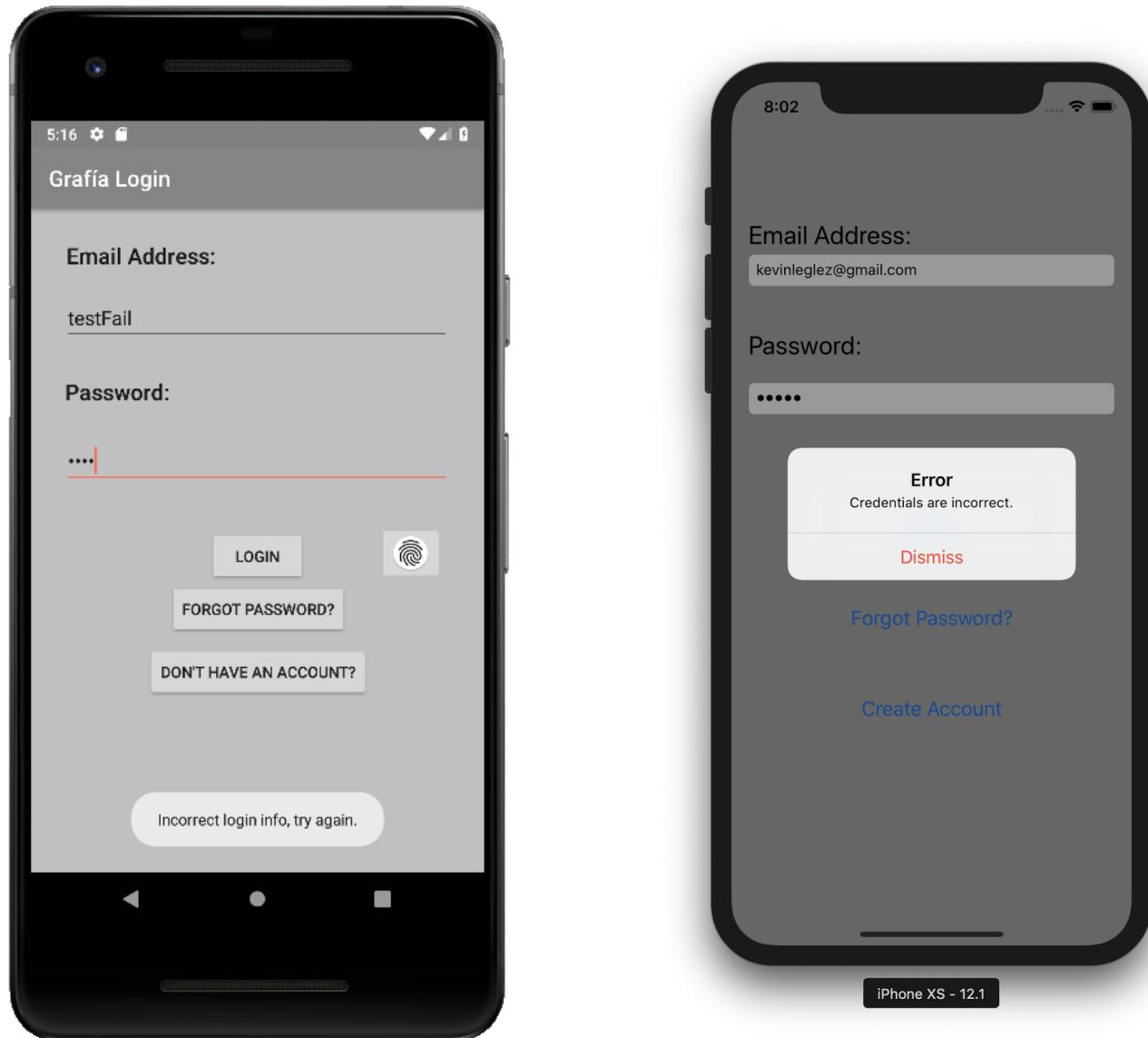
### 2. Figures:

- a) Login Activity after the animation, if the user has fingerprint credentials stored it will skip this and go to the **Fingerprint Activity**. If the user inputs the correct data is given a dialog box will be provided to ask if the credentials should be updated.



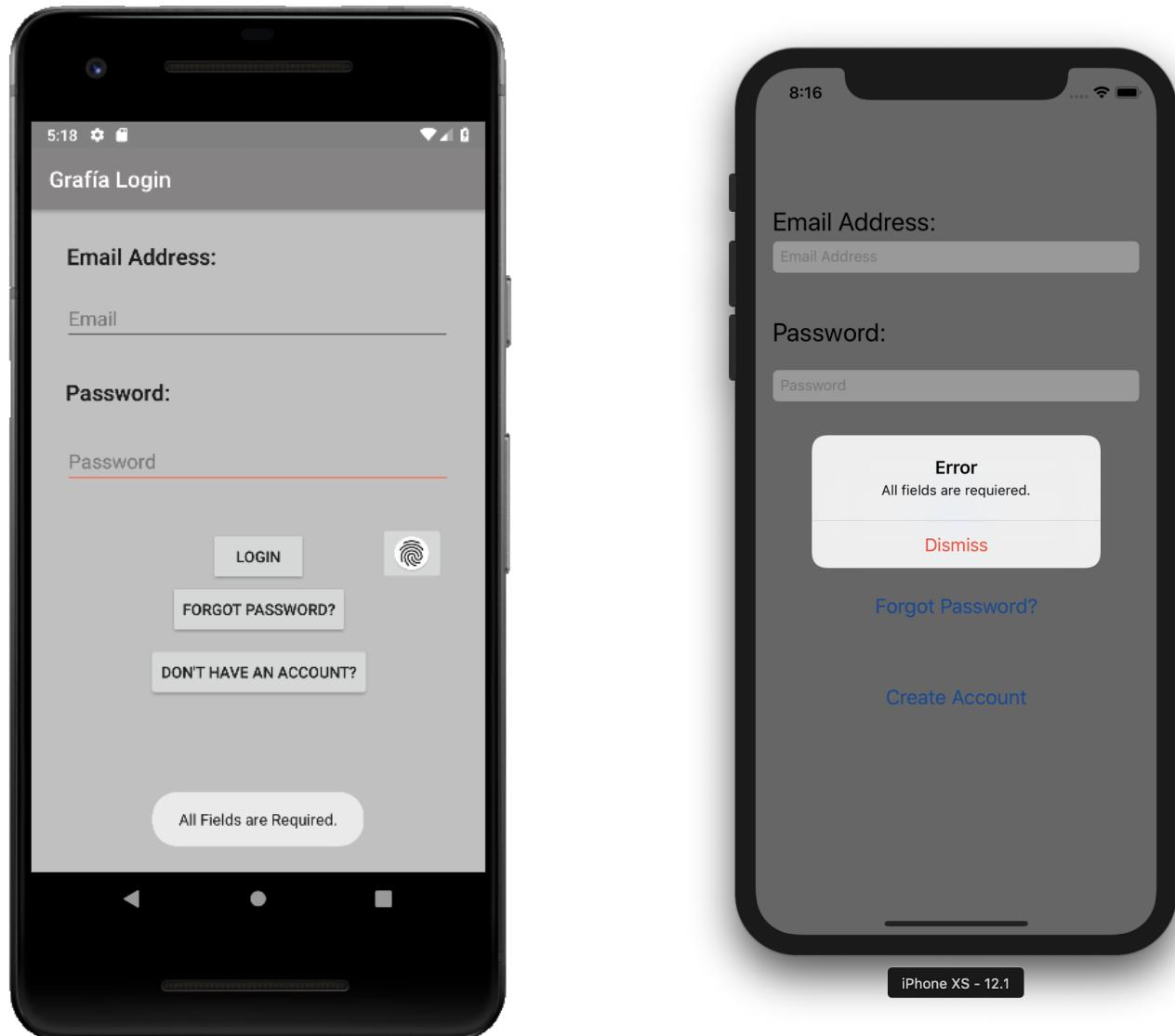
**3. Incorrect Login**

*(1) Displays message to tell user that the credentials were incorrect. It doesn't say if it's wrong password or email to keep user data safe.*



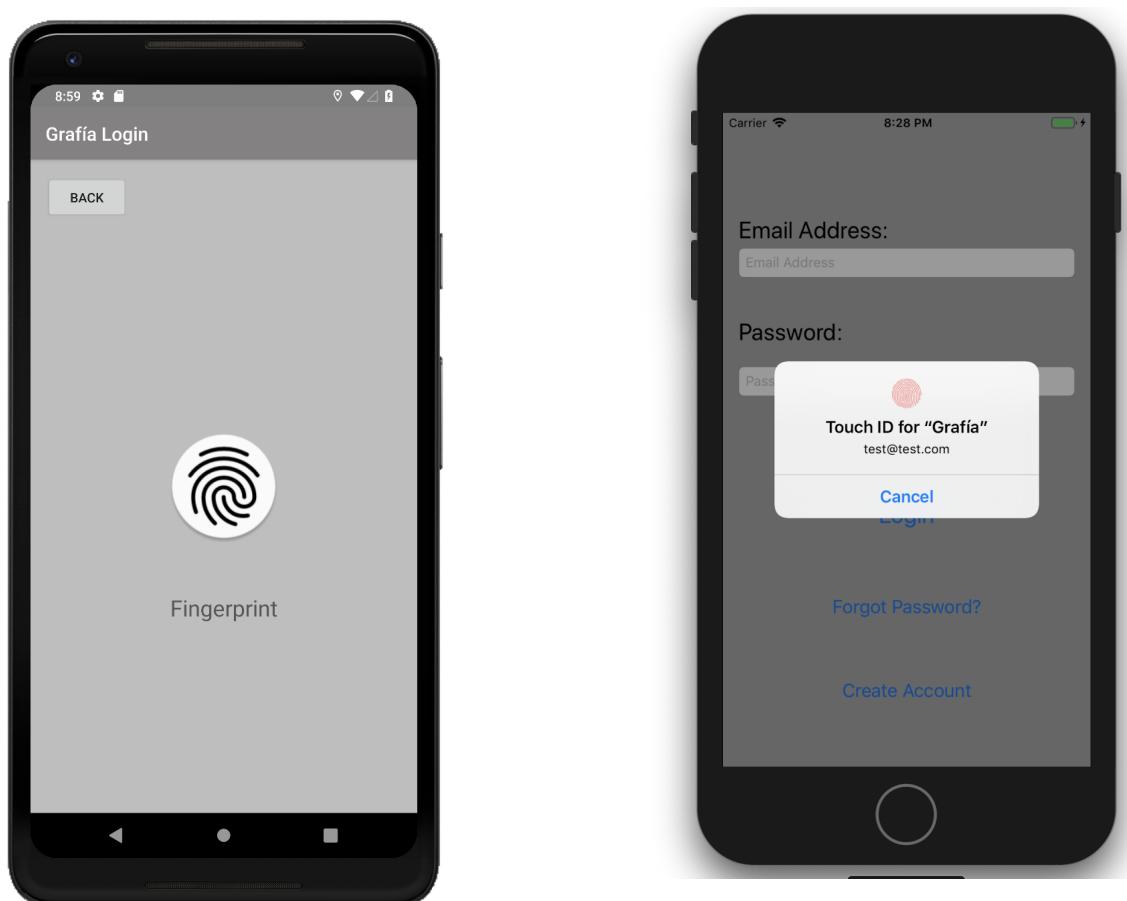
*Grafía Application Manual*

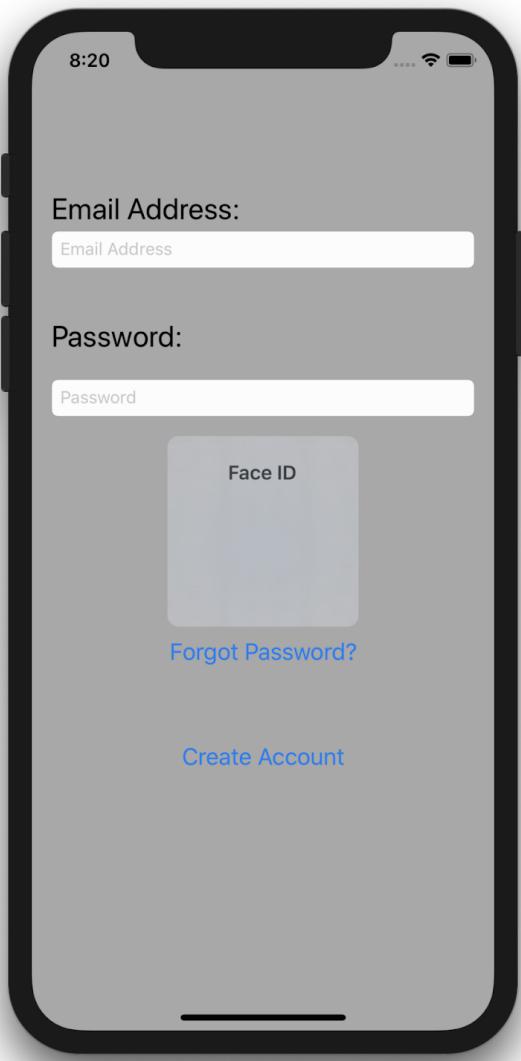
4. *Empty forms: Display a message to the user to indicate that all fields are required.*



5. Biometric Authentication:

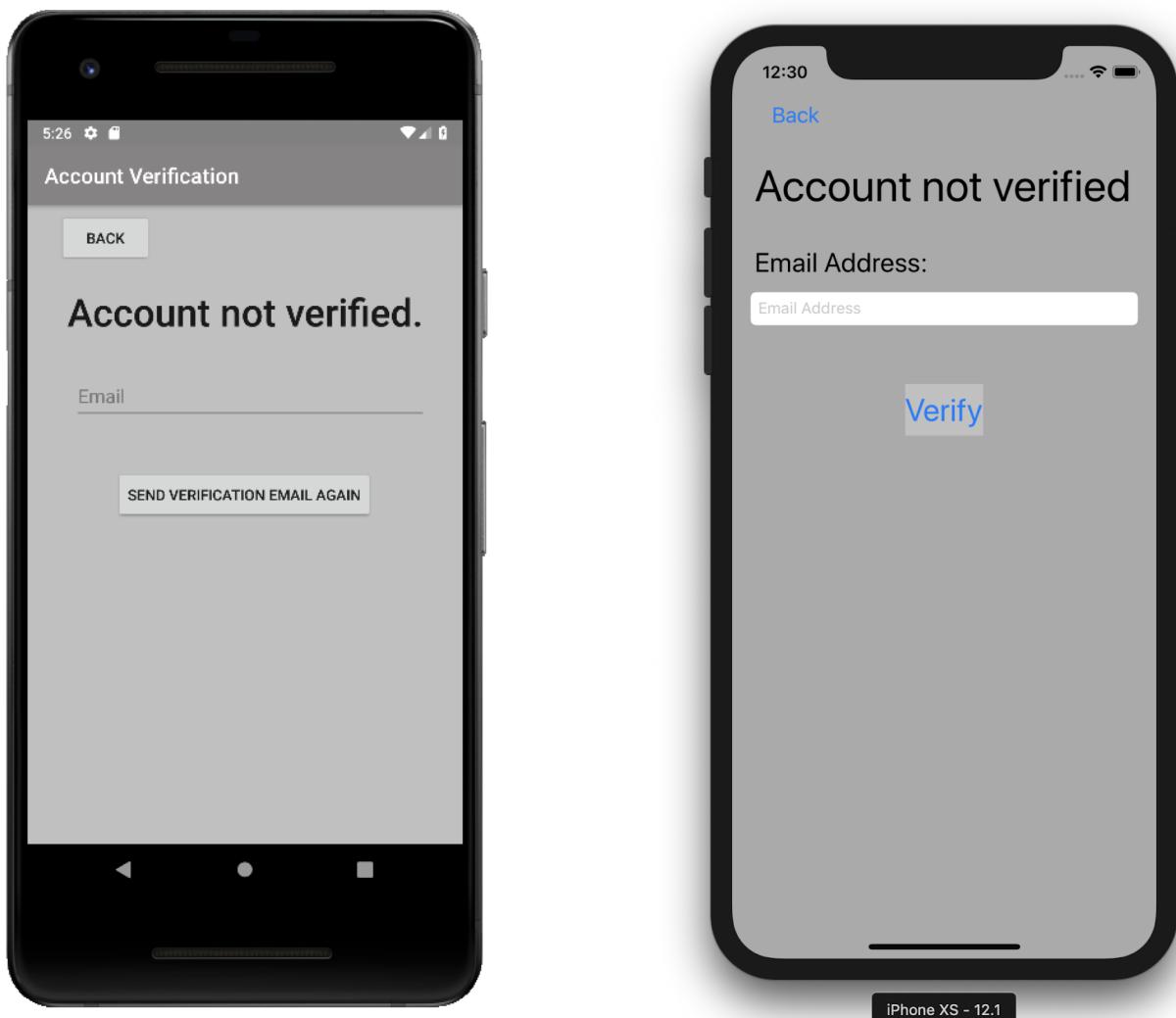
- a) User will login with registered credentials determined when account was created
- b) Figures:
  - (1) If the phone contains stored credential the user will be prompt with the Fingerprint display. Also the Fingerprint button at **Login** screen could be pressed to activate the fingerprint authentication prompt. In iOS it can access the keychain with any biometric, and in android only fingerprint is available.





6. Non-verified Users:

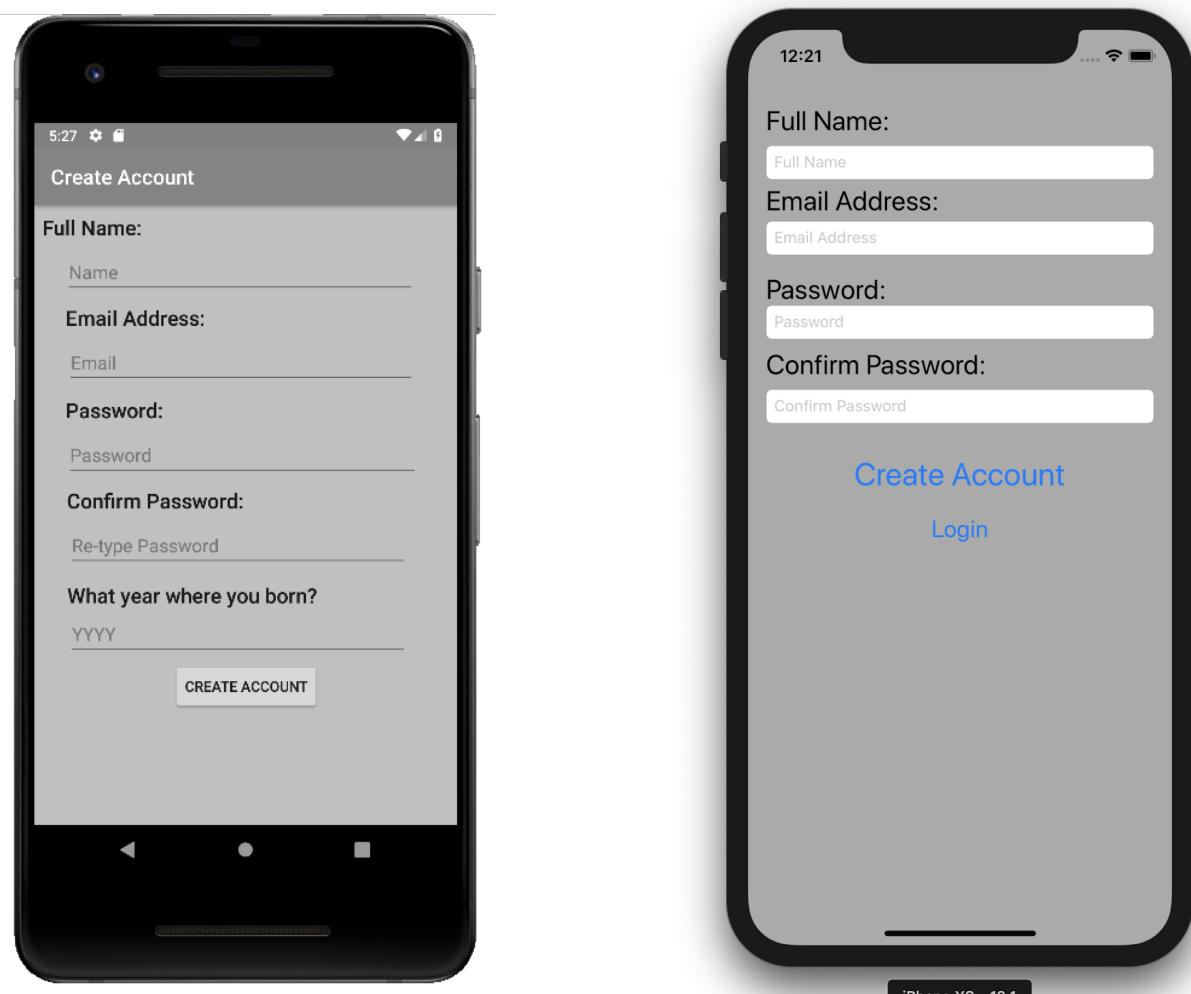
- a) On login success the non-verified accounts will not be taken directly to **Dashboard (I.E)** instead are taken to the Not Verified Activity, allowing them to resend the email with the verification link.
- b) Figures:
  - (1) Ask users to send the verification email again for them to verify their account.



### C. Create Account

#### 1. Registration:

- a) Name form: Name of user
- b) Email form:
  - (1) Valid email since on creation it will send an email to verify the account.
  - (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.D)** request
- f) Figures:
  - (1) Create Account Activity when **Create Account** button is pressed at **Login (I.A)** On creation the user is prompt asking if his credentials are to be saved.



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.

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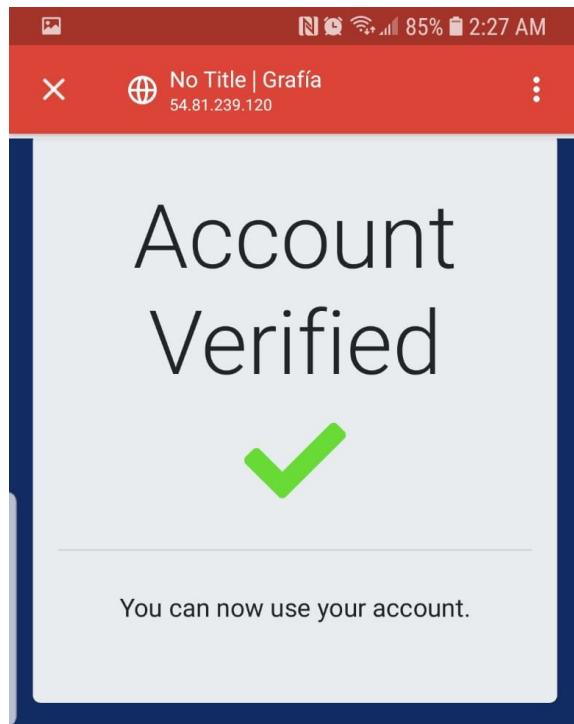
Account Created. Inbox ☆

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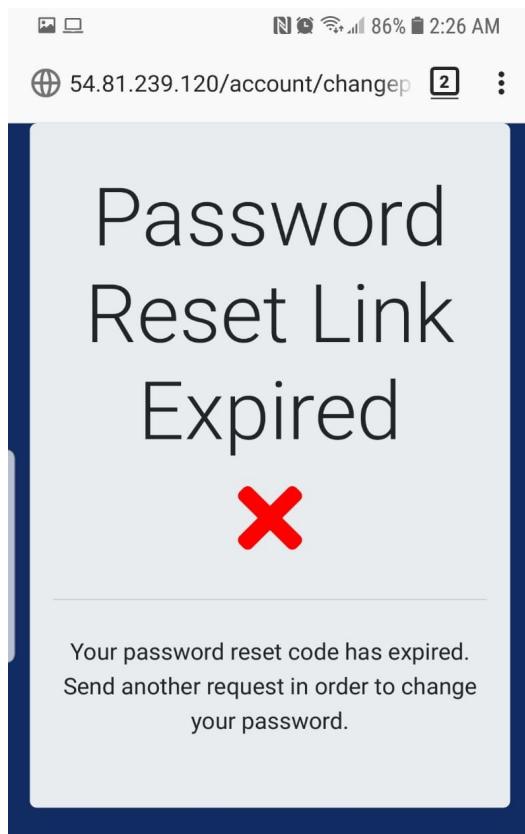
 info.etnografia.digital@gm... ↶ ⋮  
to me  
10:40 PM [View details](#)

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>

(2) When verification is successful



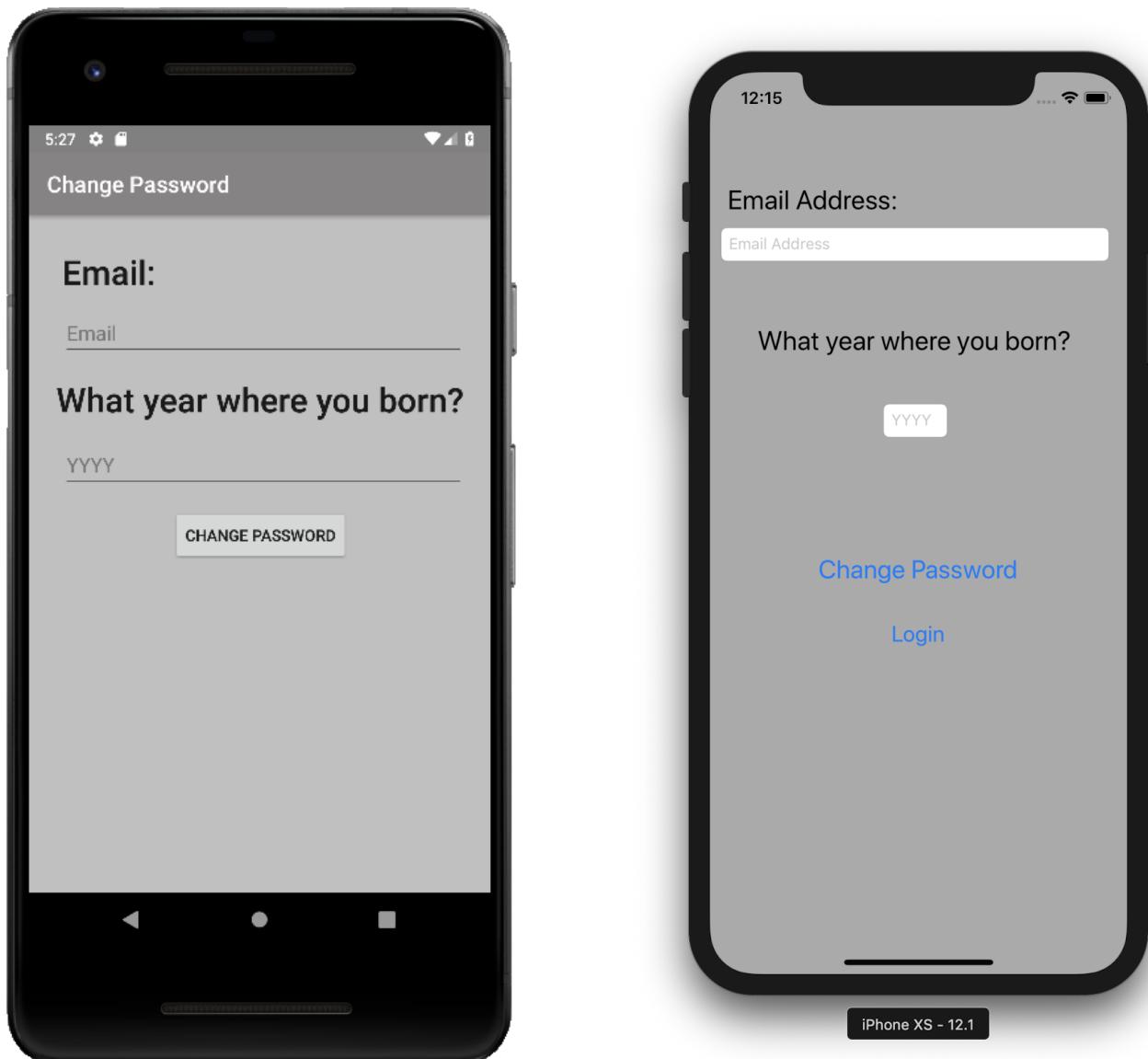
(3) When Link expires



#### D. 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 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  
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/c  
hangepassword/a7e8603dc5531675](http://54.81.239.120/account/changepassword/a7e8603dc5531675)

3. Web Page to change password

- 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:

**Password Recovery**

New Password

Confirm Password

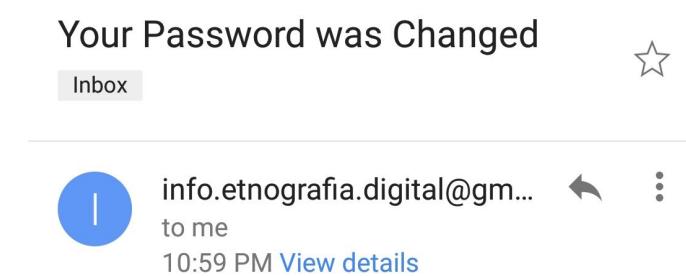
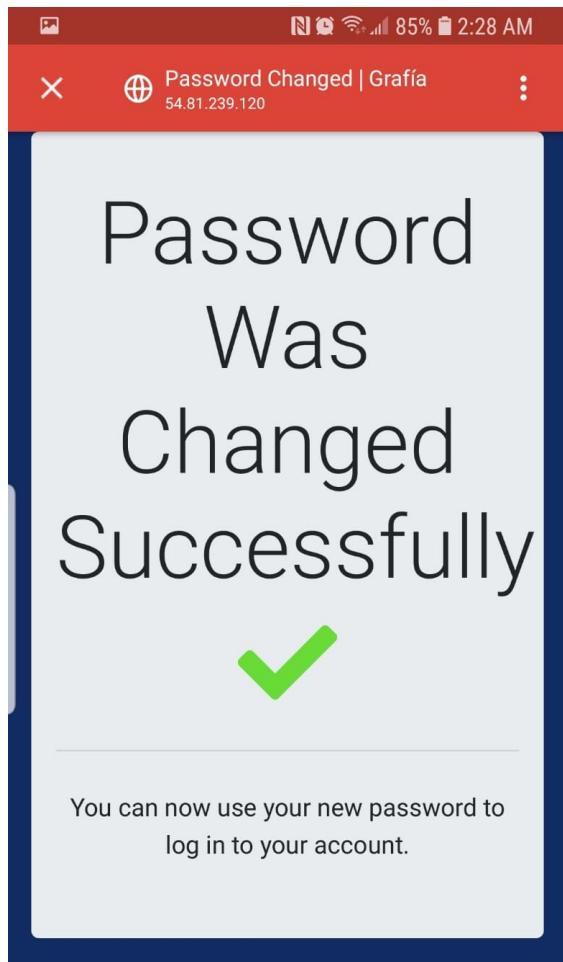
I'm not a robot

 reCAPTCHA  
Privacy - Terms

Please prove you are human.

**Reset Password**

(2) When password change is successful

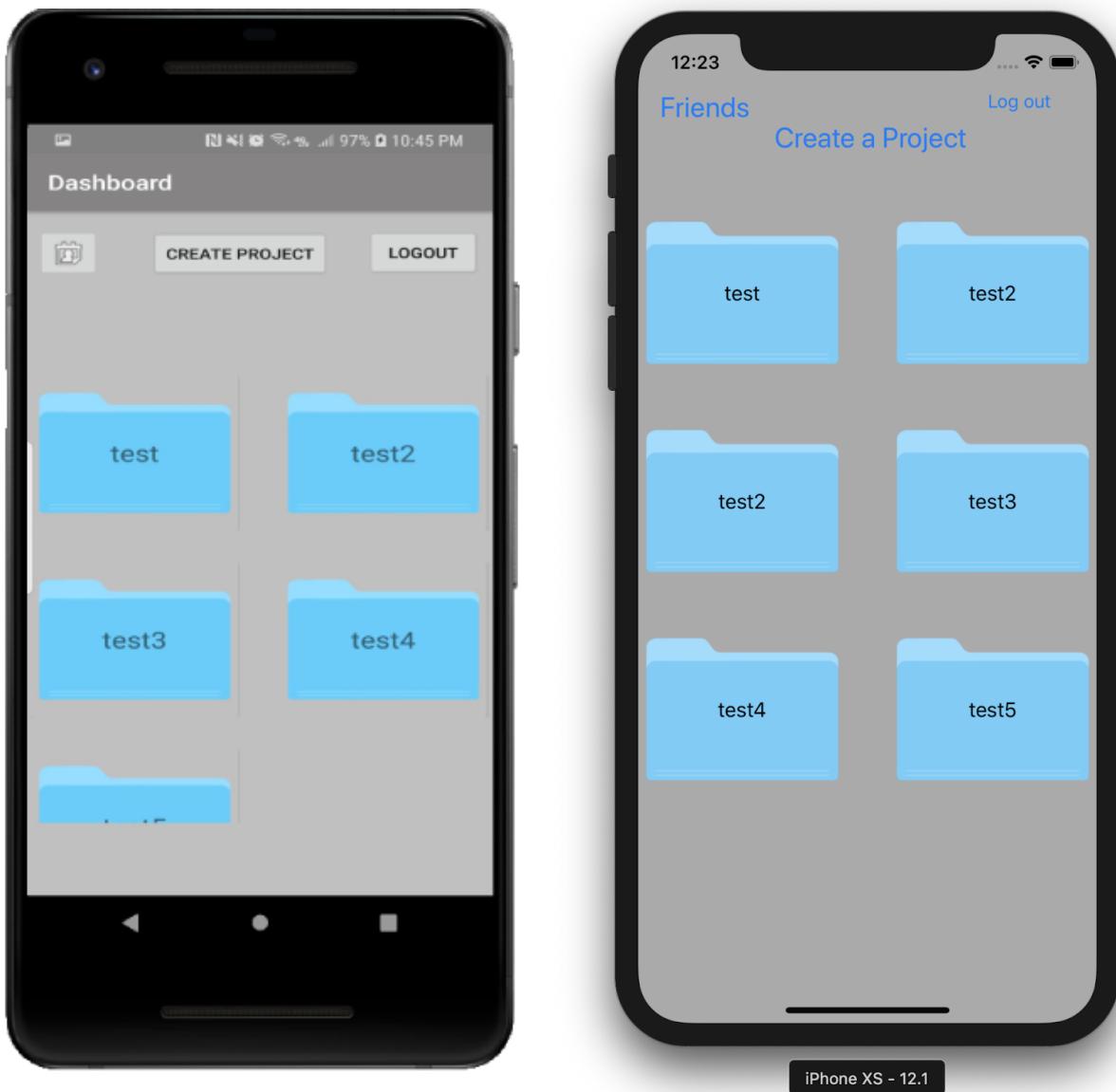


## E. Dashboard

### 1. Dashboard View

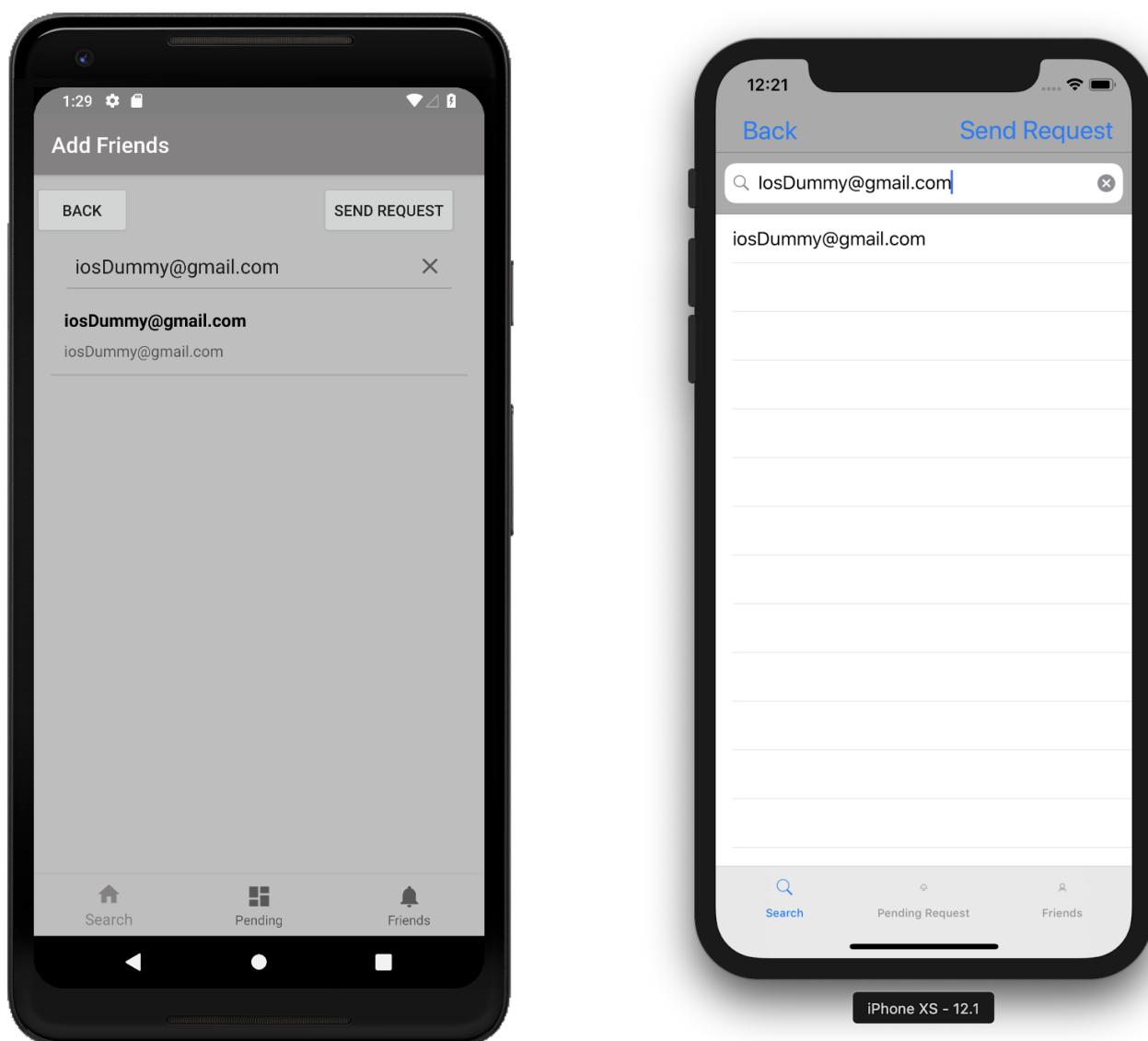
#### a) Figures:

(1) Dashboard View displays projects that user participates in and options to create more projects , manage friends or logout.

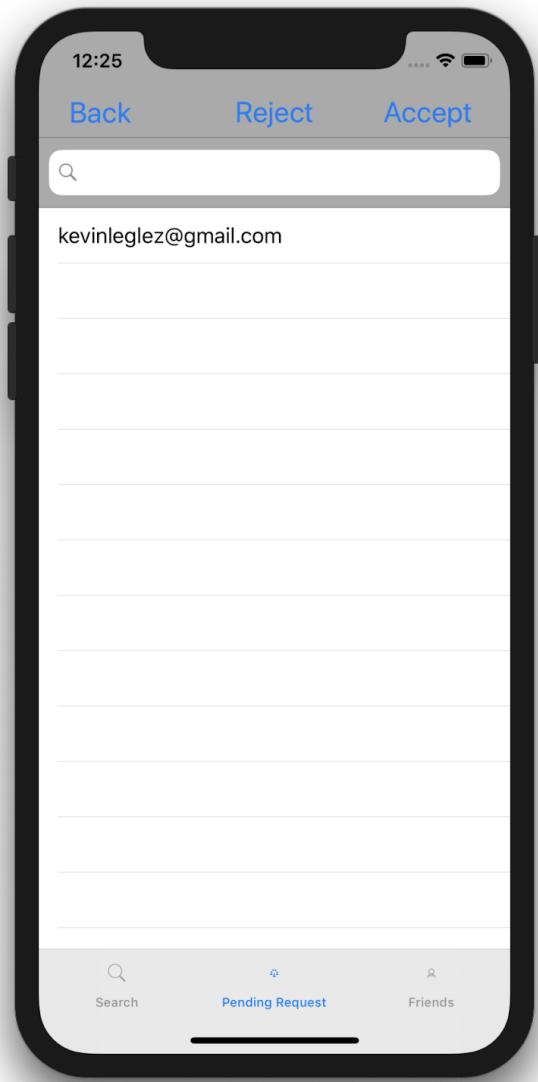
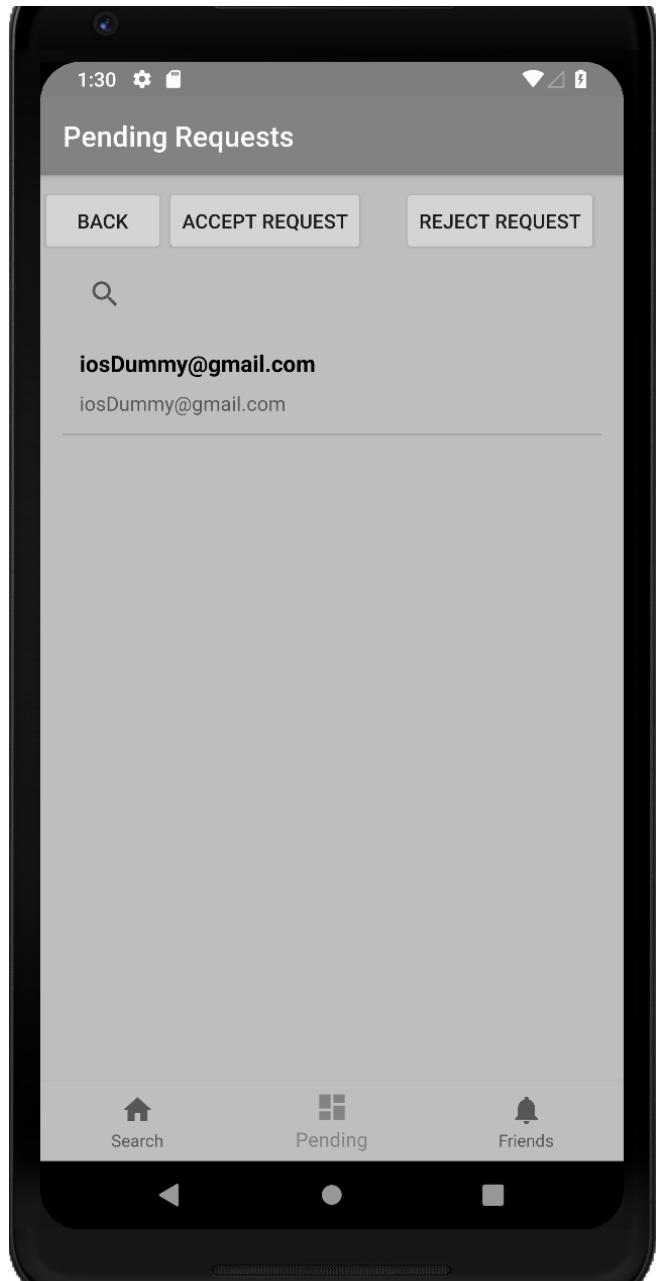


## 2. Friends View

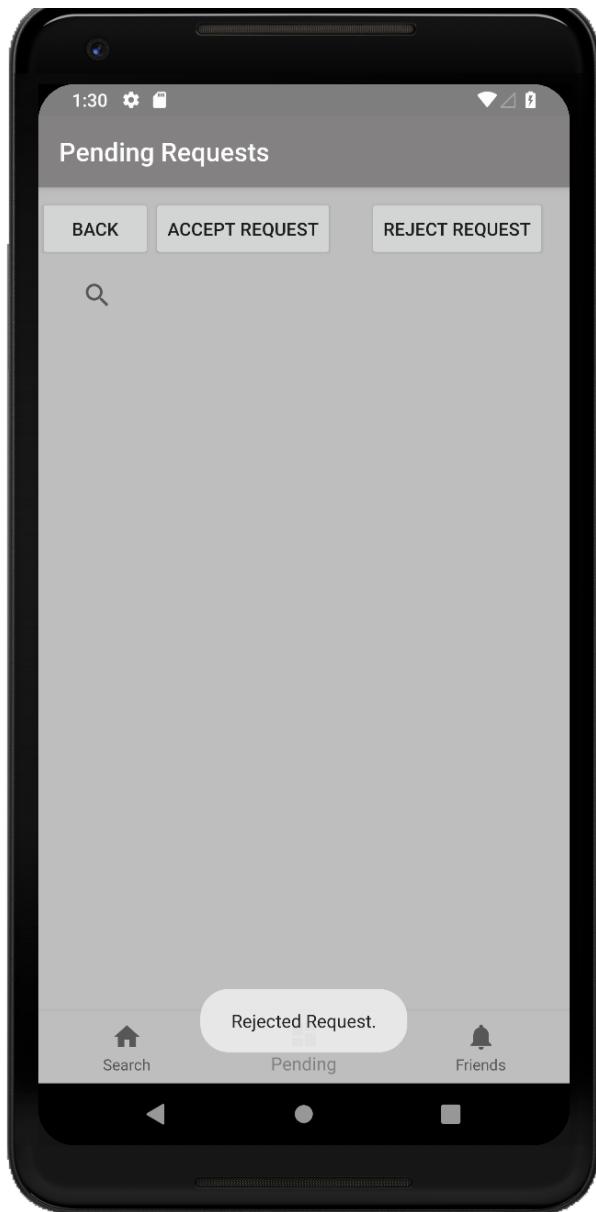
- a) Allows user to search and add friends, to later make them participants in projects where said user is administrator.
- b) Displays users that have sent friend requests giving the option to accept or reject requests
- c) Displays user's friends list
- d) Figures:
  - (1) Search and add selected users: Must search by email and must meet at least 15 characters in length including the "@" with extension and the ".com"



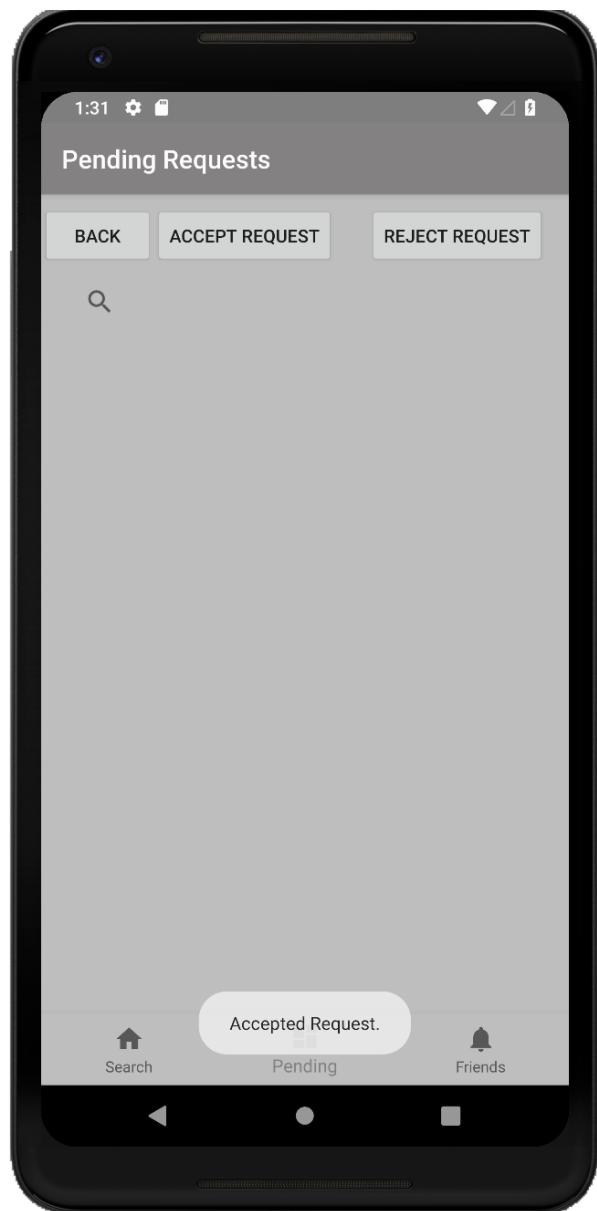
(2) User Pending Requests



(3) *Reject a user: on Android it displays a message saying "Rejected Request". On iOS if the request was successfully rejected it goes to the **Dashboard**.*

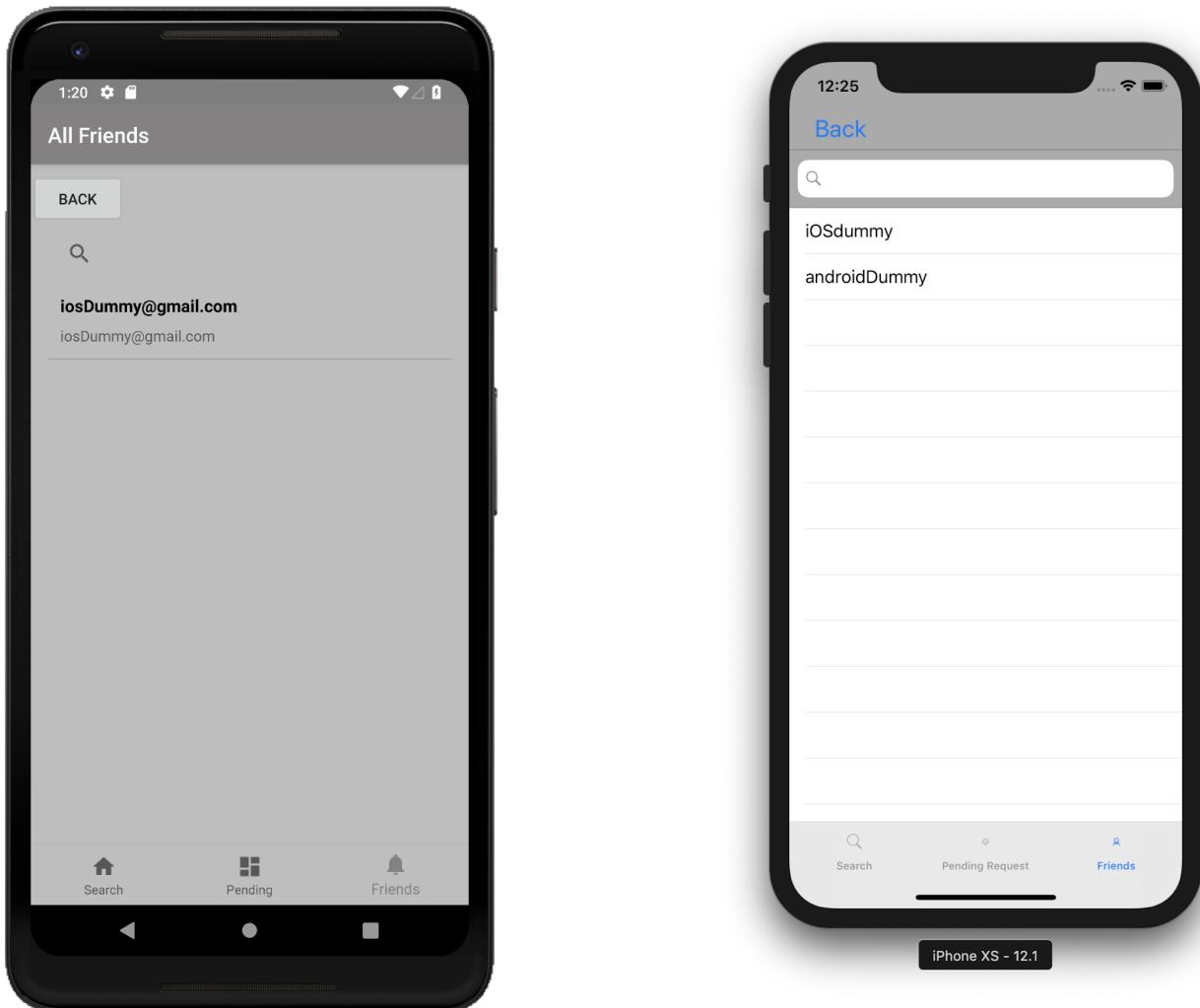


(4) *Accept a friend request: on Android it displays a message saying "Accepted Request". On iOS if the request was successfully rejected it goes to the **Dashboard**.*



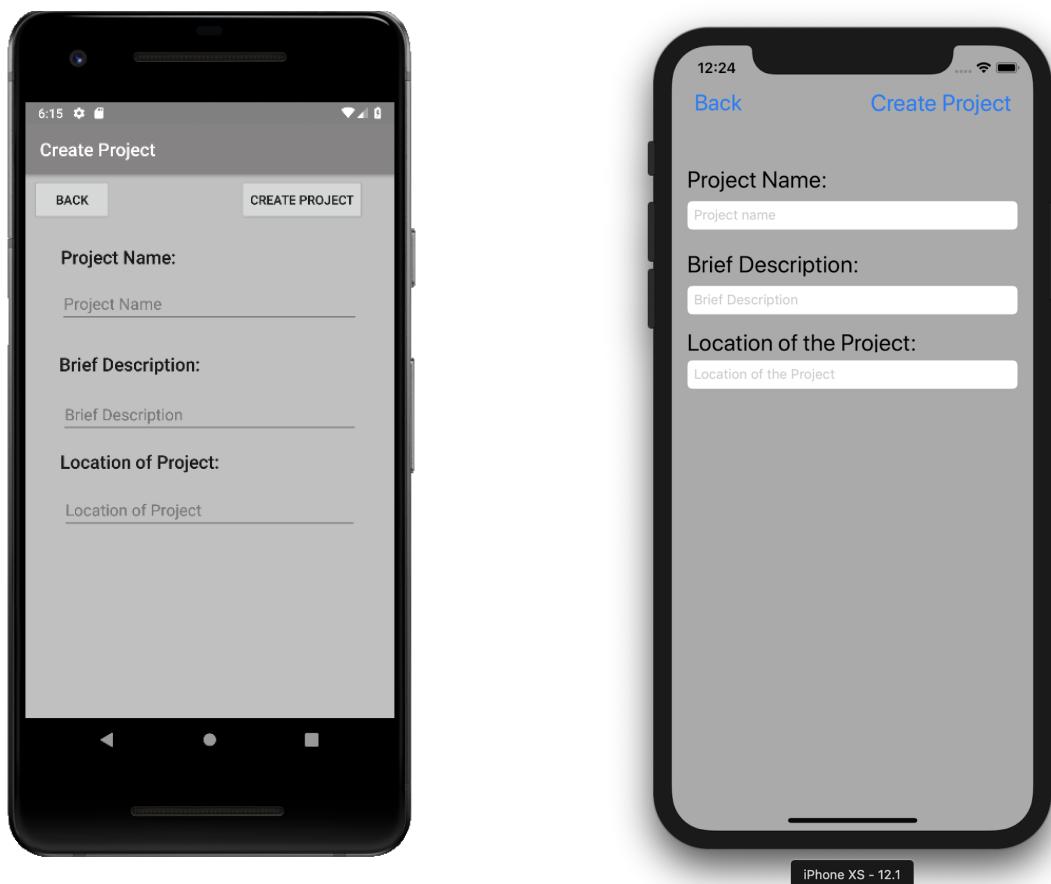
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(5) Friends list: It will display all the friends for that user.



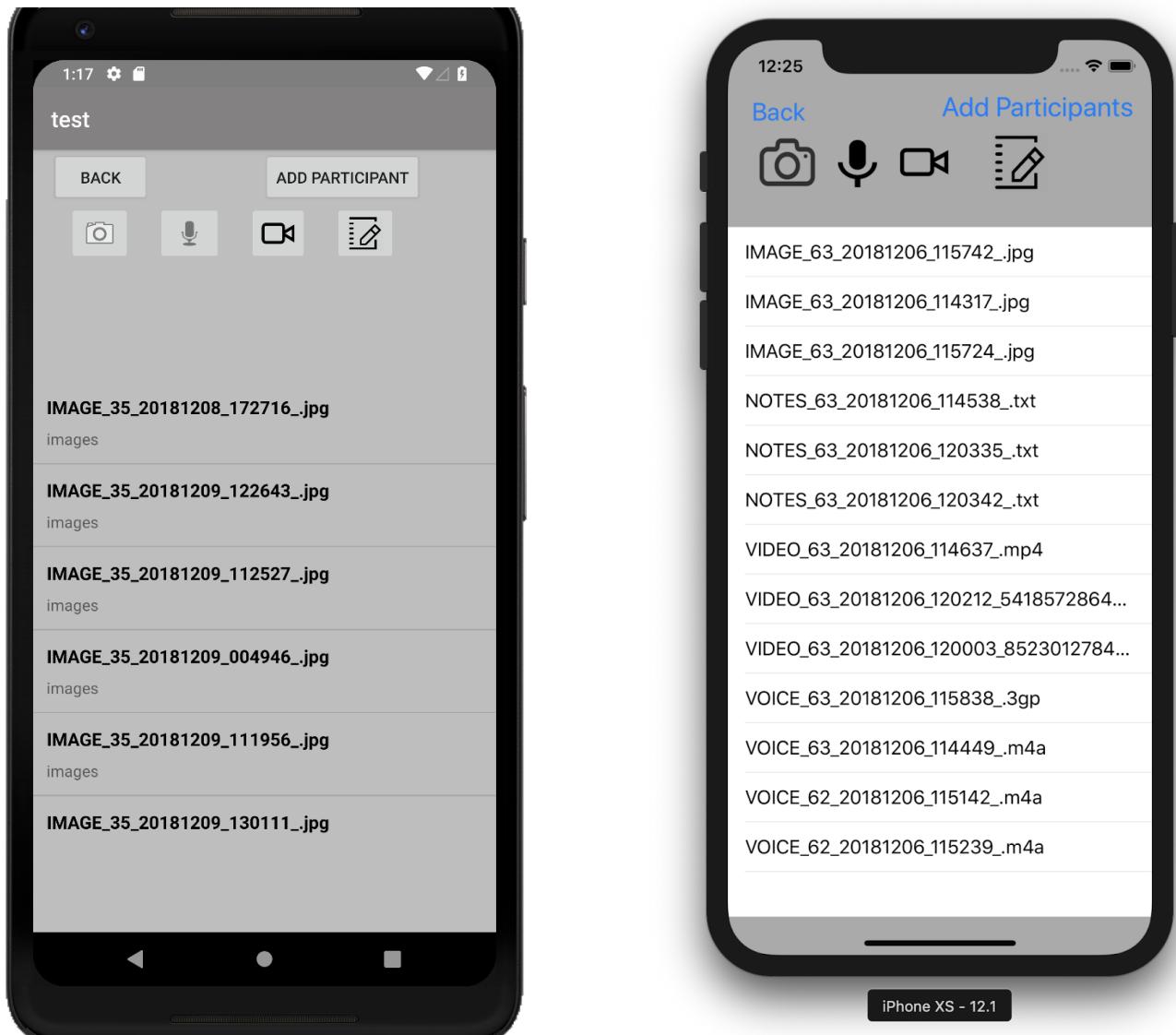
### 3. Create Project View

- a) Create a project where participants can store their data, on creation the user is sent to the **Project Activity (I.E.4)**
  - (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. We suggest to include owners name to distinguish project name.



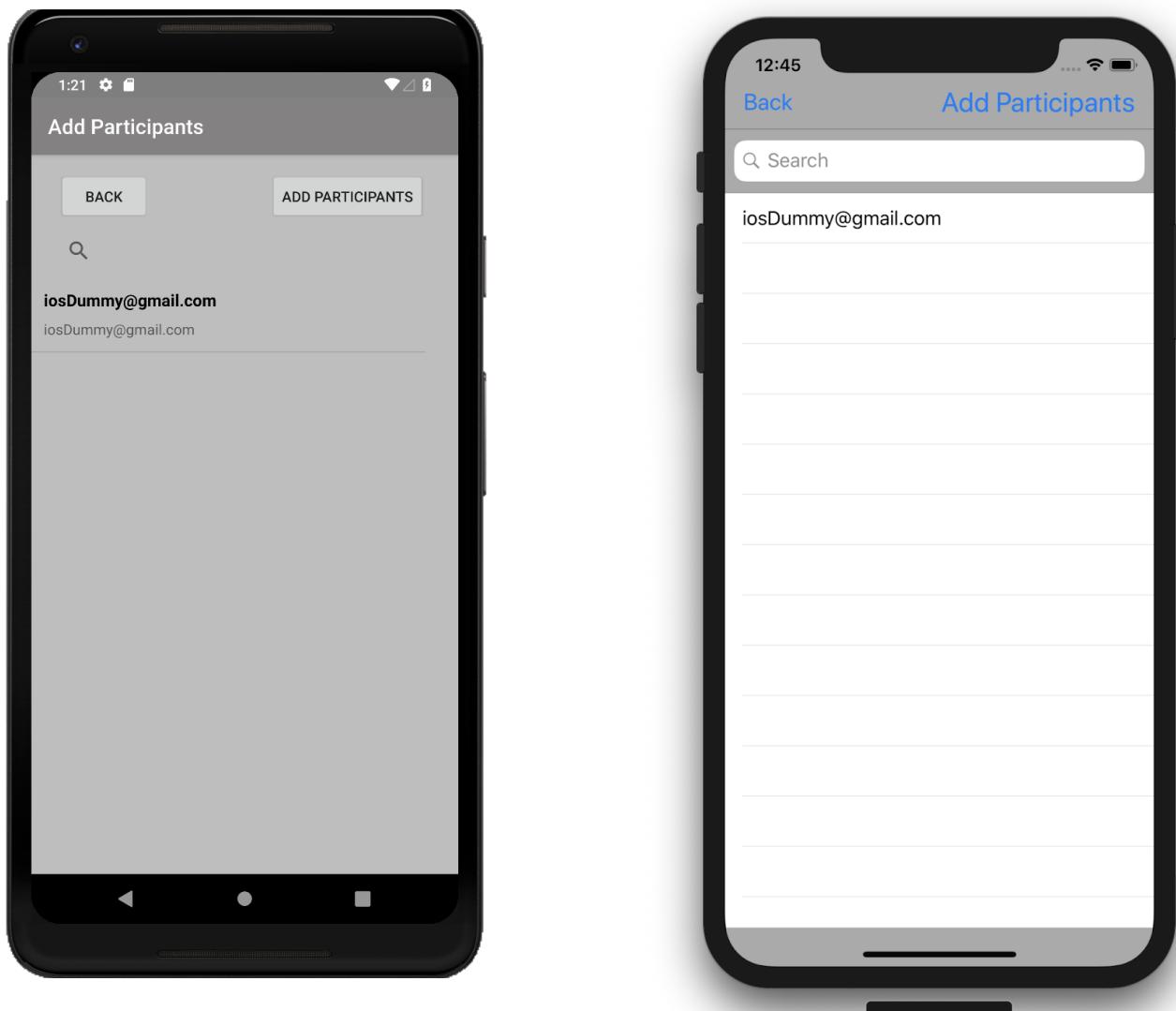
#### 4. **Projects View**

- 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 and upload/download files onto/from **Project***
  - (3) *Figures:*
    - (a) *Project View displays files currently in project this is: image, audio recording, video, and notes. The list presented with file names is selectable and upon selection the user is moved to an activity that will allow to download the file to visualize it for notes, image and videos and listen for audio files . The format for the name of the files is: FileType\_UserID\_timestamp. The **Project Activity** 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.*

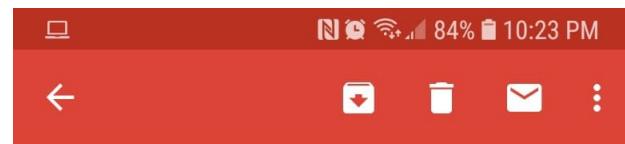


**b) Add Participants Activity**

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



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



A project was shared! Inbox ☆

 info.etnografia.digital@gm... ↳ ⋮  
to me  
10:22 PM [View details](#)

A friend just added you to his project. You can now contribute his project.



Awesome,  
thanks!

Very cool!

Thanks, I'll  
check it out!

↳  
Reply

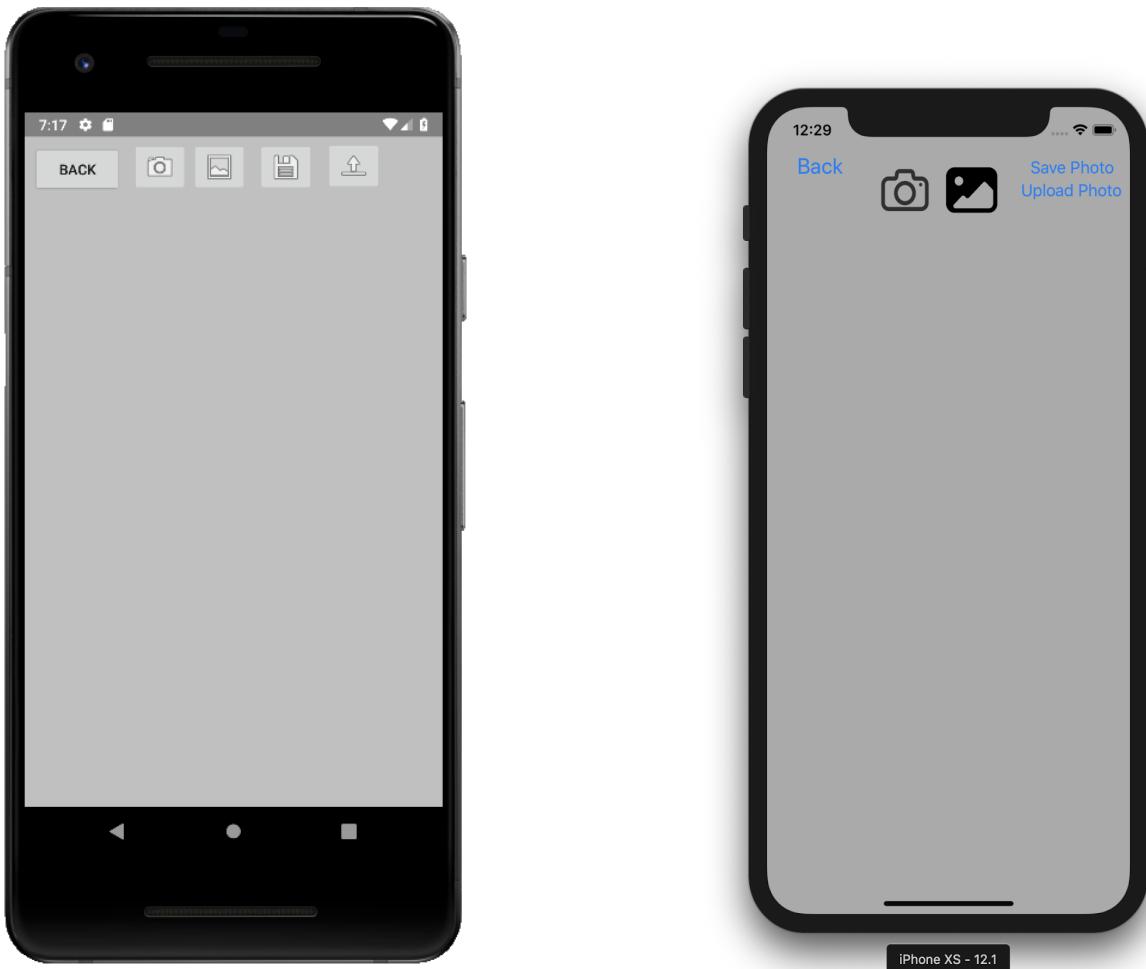
⤒⤓  
Reply all

⤒  
Forward

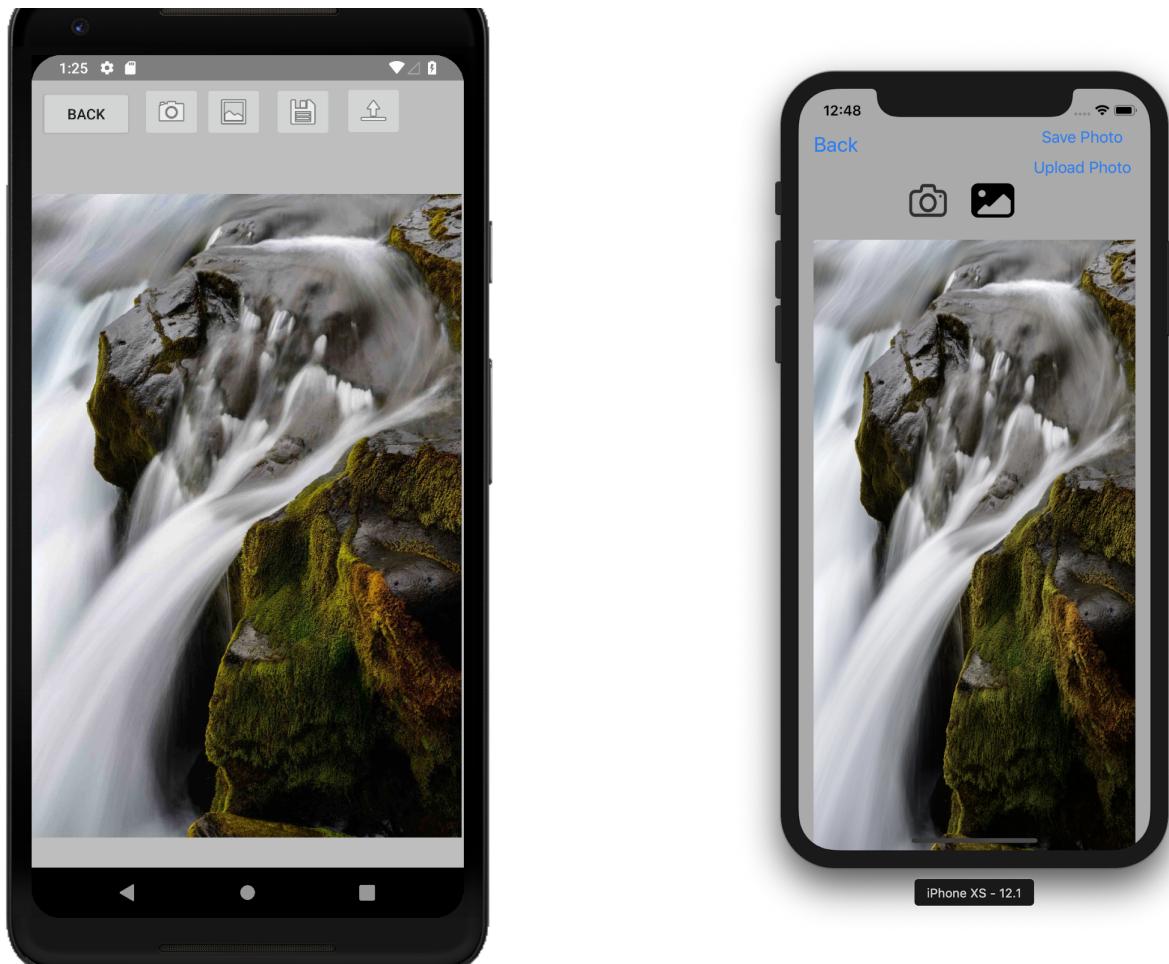


c) **Camera Activity - Creation of data**

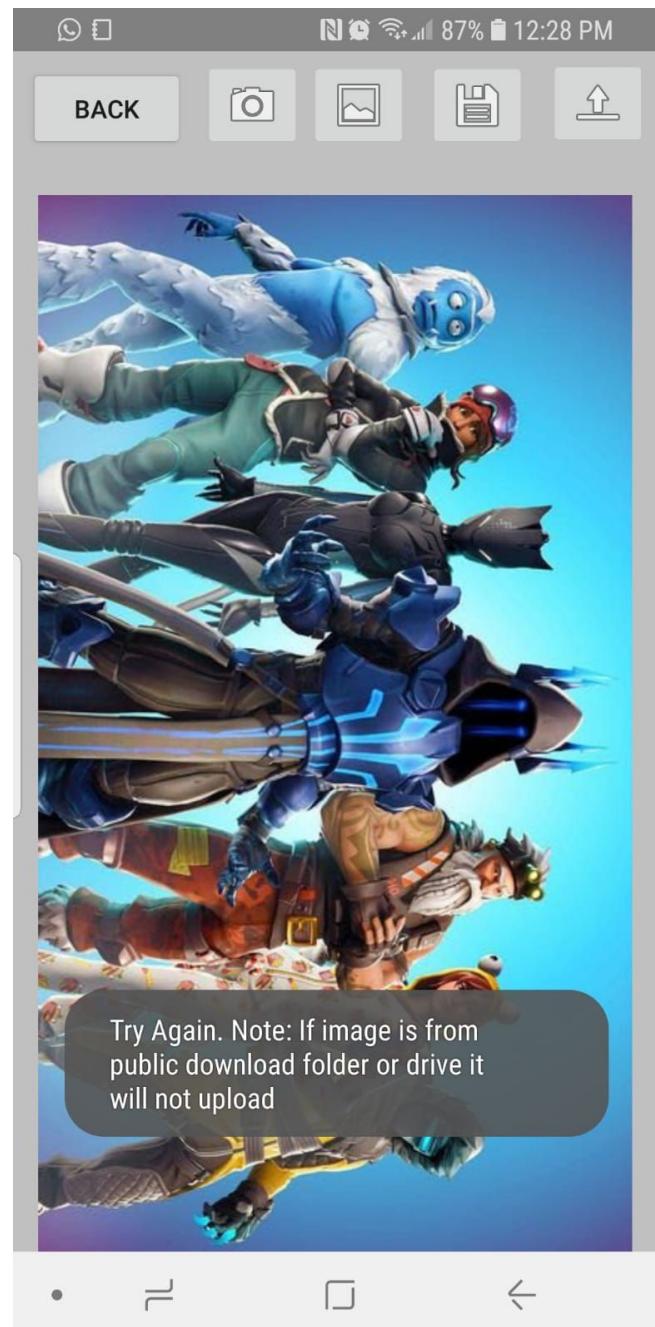
- (1) Allows project participants to load an image to activity by importing from gallery or capturing from the camera. It also gives participant the option to upload image to the **Project** or save to local gallery if the image was not imported from gallery. When selecting from gallery on Android the image must be stored locally, it doesn't support google drive. Also the public download directory is not allowed to upload to the server.
- (2) Figures:
- (a) 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.



*(b) Image loaded in the view*

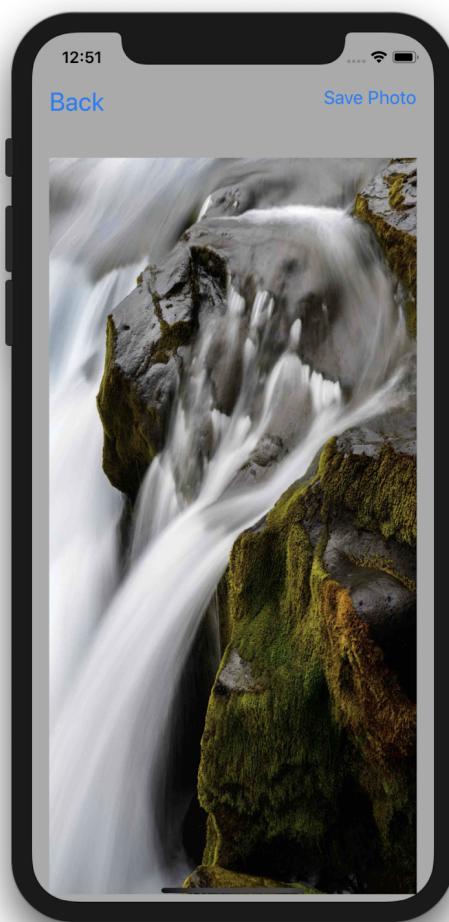
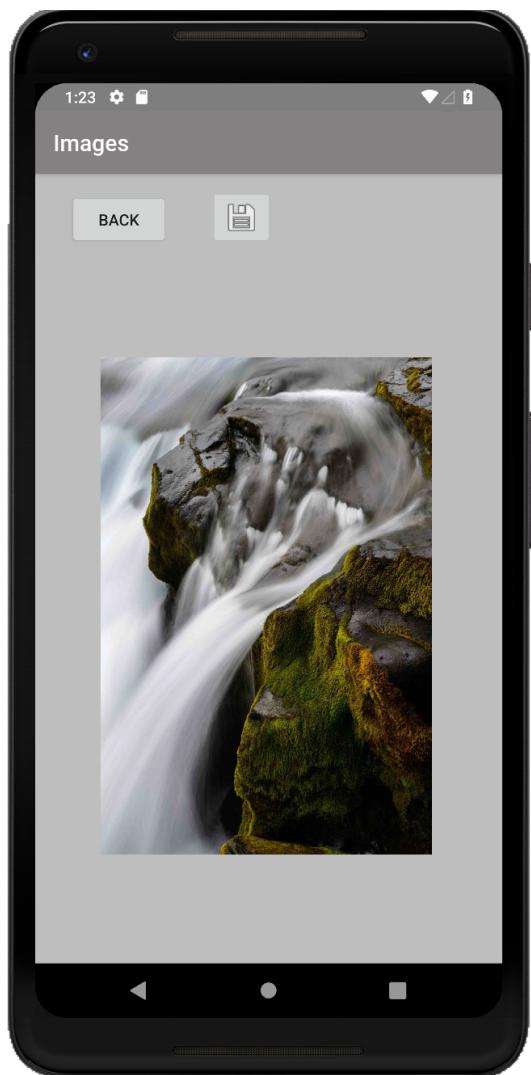


(c) When importing from gallery in android the user is given the choice to use online content or external application content. If the image comes from the downloads public directory or google drive, the image will no be permitted to upload.



**d) Download Image Activity - View data on Project**

- (1) *Image downloaded from server. and presented to the user also allowing the option to save image to gallery.*
- (2) *Figures:*
- (a) *Image is downloaded from server and loaded into view.*



e) **Videos Activity - Creation of data**

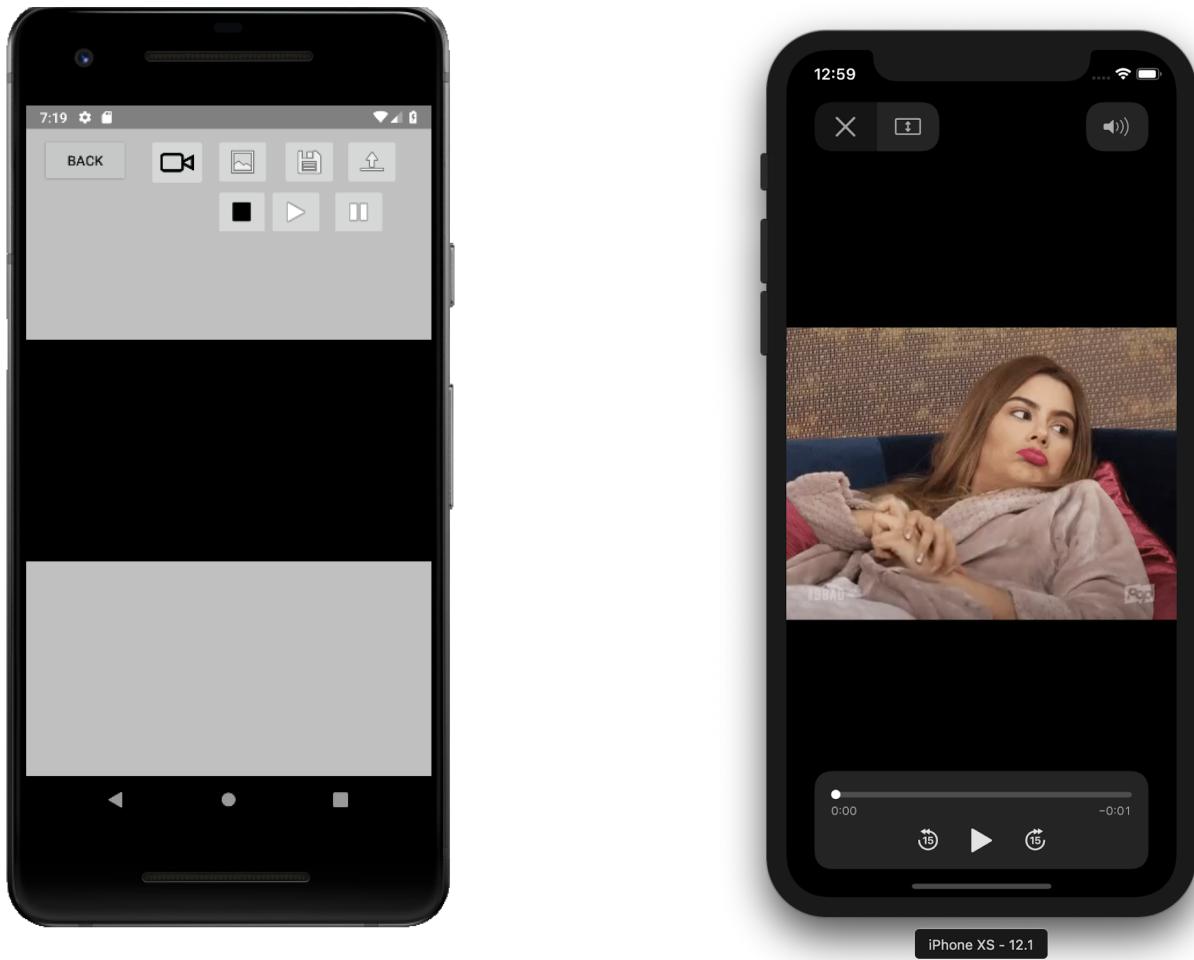
(1) Allows project participant to load a video to activity by importing from gallery or recording it from the camera. It also gives participant the option to upload video to **Project** or save to gallery. When selecting from gallery on Android the video must be stored locally, it doesn't support google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

(2) Figures:

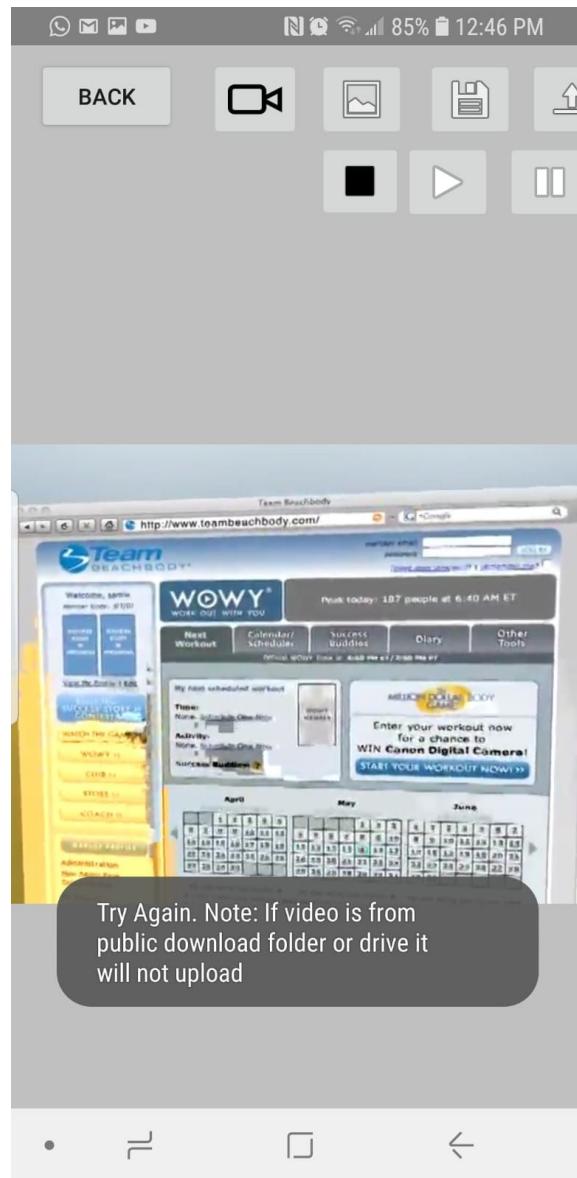
(a) Buttons to record a video from the camera, import videos from gallery, save video to gallery, and upload video to **Project** respectively at the top. At the bottom we have Stop, Play and Pause control buttons for videos.



*(b) Video loaded on view*

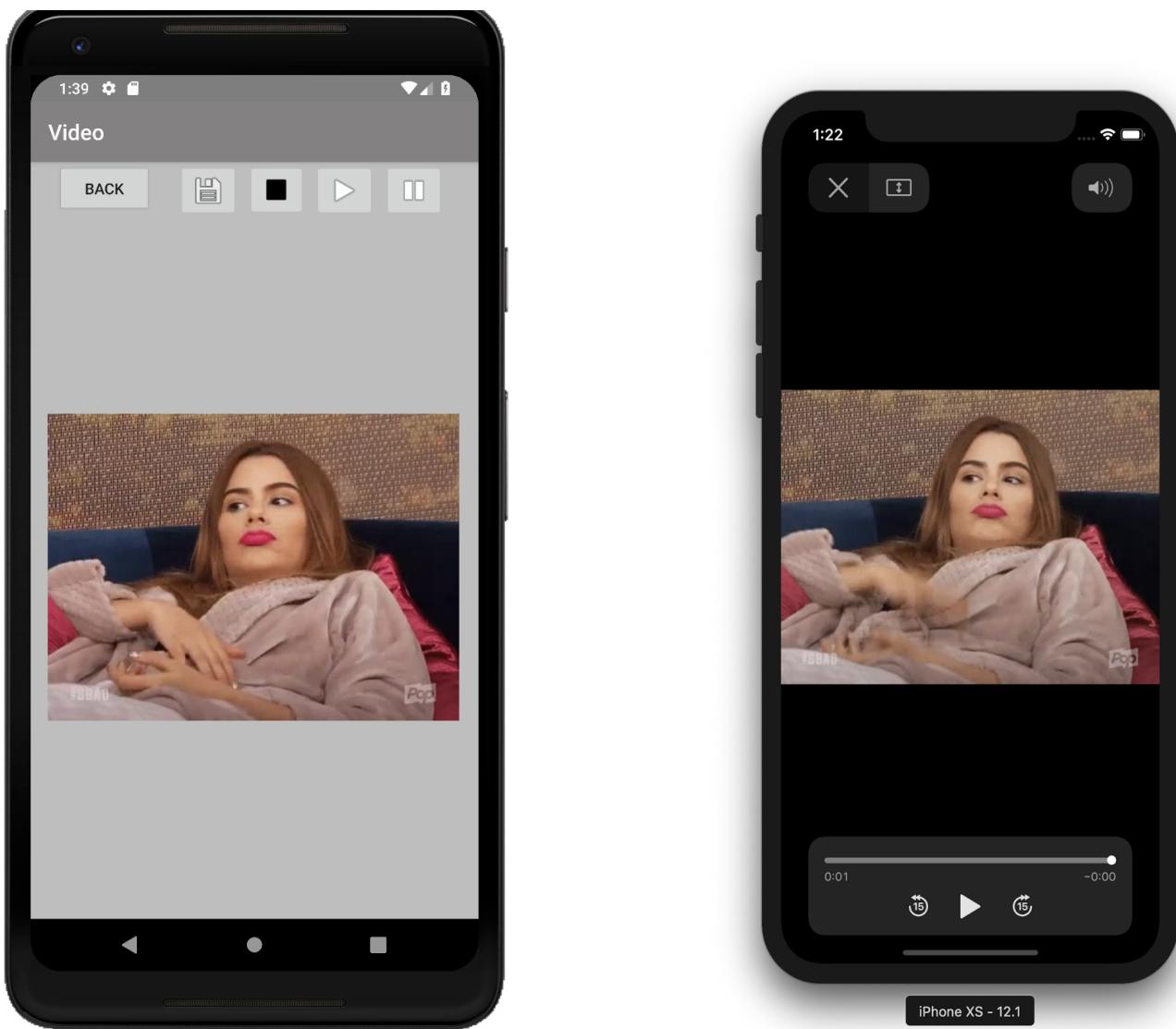


- (c) When importing from gallery in android the user is given the choice to use online content or external application content. If the video comes from the downloads public directory or google drive, the video will no be permitted to upload.



f) **Download Video Activity - View data on Project:**

- (1) On iOS this Activity 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.
- (2) Figures:
  - (a) (Video loaded but not played). Presented with save to gallery, stop, play and pause on android.

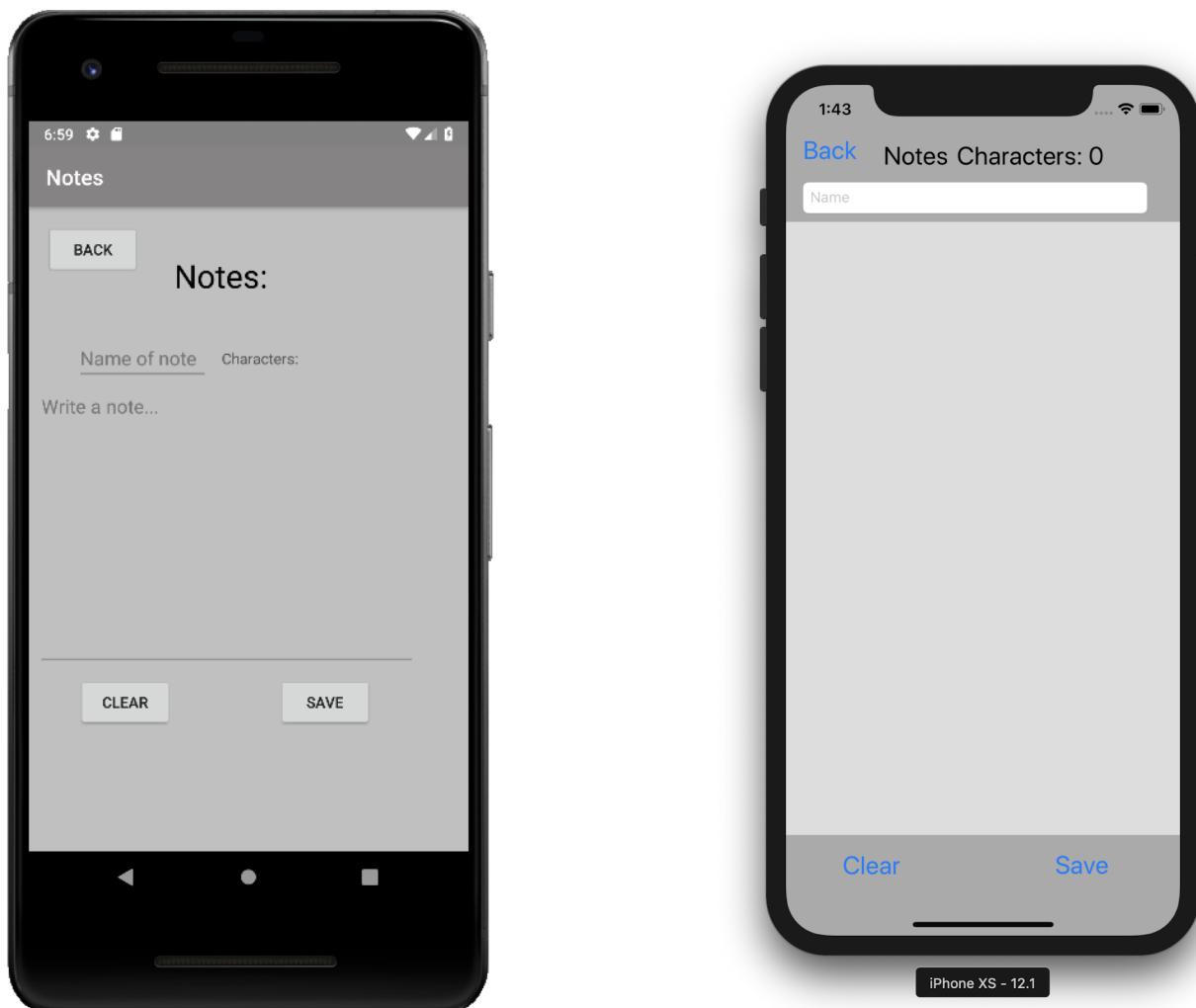


**g) Notes View - Creation of data**

(1) Allows participant to create a text file.

(2) Figures:

(a) Editable textbox where the user can write as much as the user needs. 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.



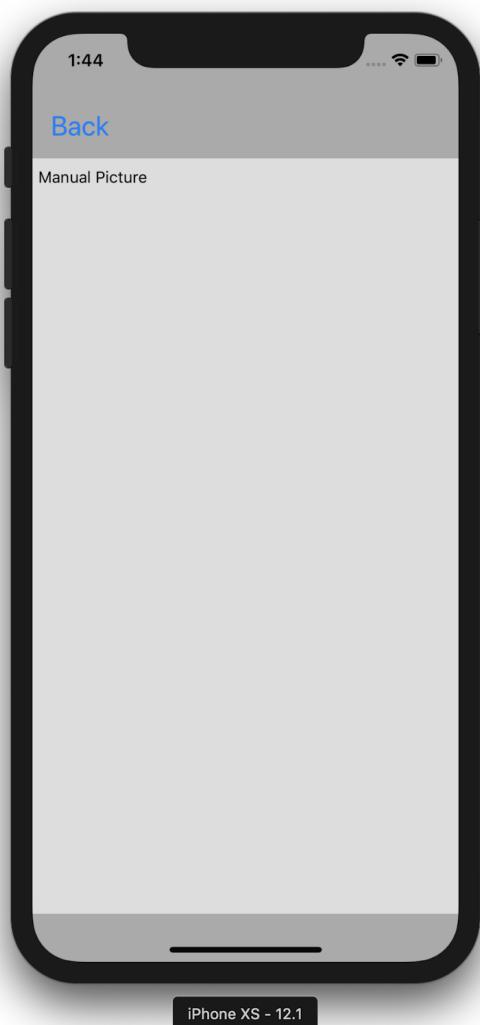
**h) Download Notes Activity - View data on Project**

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

(2) Figures:

(a) The note will be displayed as so:



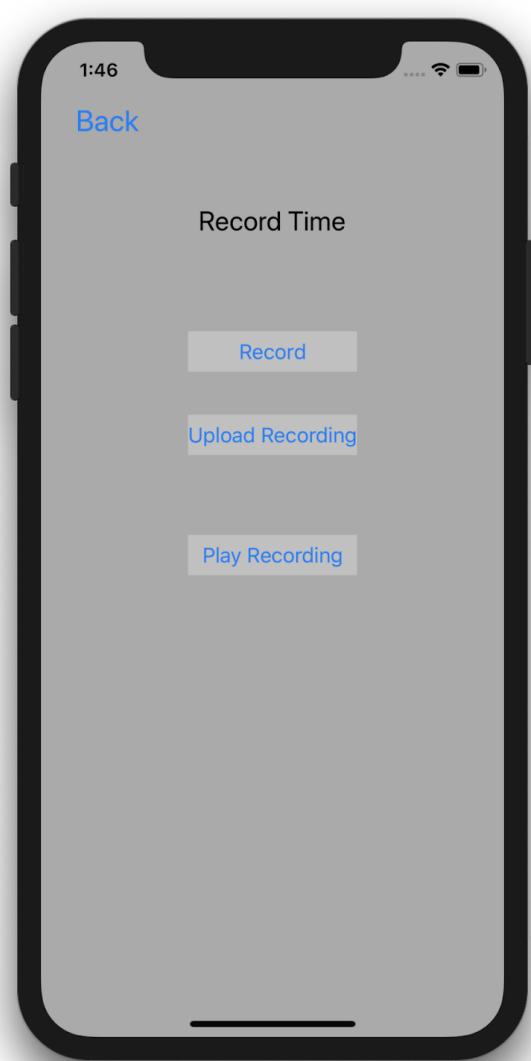
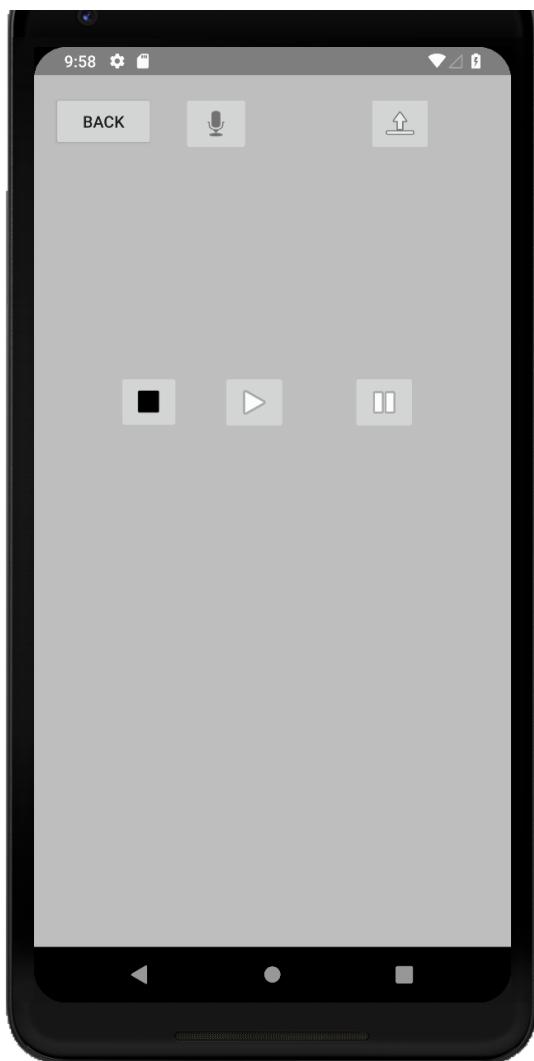
iPhone XS - 12.1

i) **Audio View - Creation of data:**

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

(2) Figures:

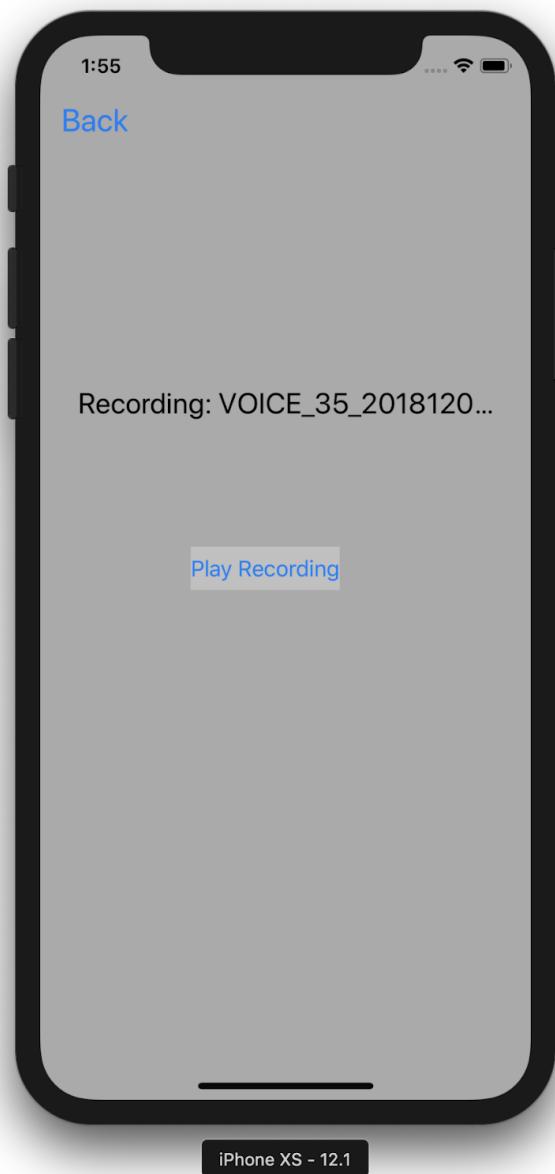
(a) *Audio Recorder view. Presents participant with record from microphone, upload to Project and audio control buttons.*



iPhone XS - 12.1

j) **Download Audio Activity - Hear data on Project :**

- (1) When listening to recording downloaded from server.
- (2) Figures:



## II. Non Functional Attributes:

### A. Connection

#### Lost:

1. An alert box is displayed to notify the user that the connection was lost. On android the user has the choice to retry connection or log out. In the iOS app the user will be notified and the app will stay put until the user interacts with a button that changes the view or does an activity that connects to the internet.
2. Figures:
  - a) The alert box .

