

February 31, 2021

User manual

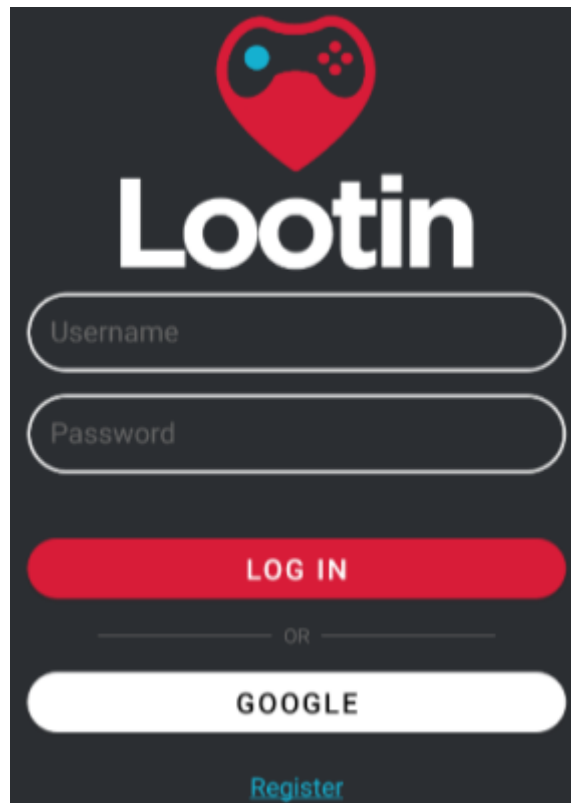
This documentation is intended for users of the Lootin application. It describes all of the actions to be performed in a production environment in order to use the application in a functional manner.

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I. Launching Lootin application

The application will then start and you can use it. The Lootin application login page is displayed:

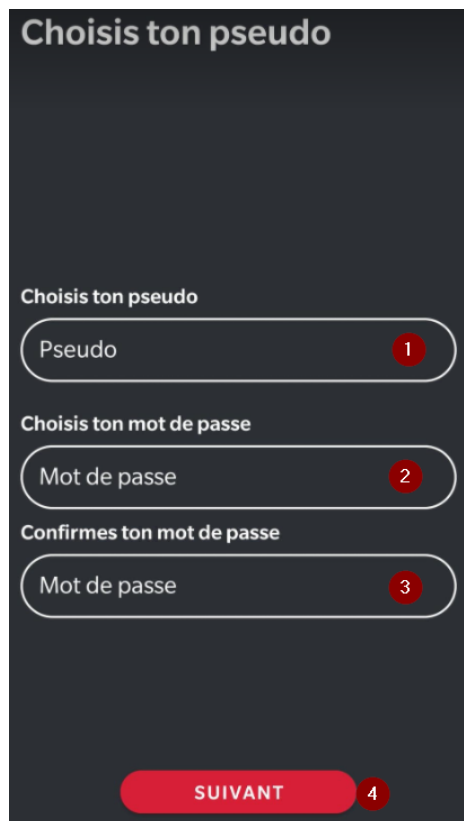


You will be able to create your user profile by clicking on the “**Register**” link. If you already have an Lootin account, you can connect by entering your username and password and click on “**log in**” button or by clicking on the “**google**” button (*option not available for the moment, see the following versions of the application. This option will be available if you have linked your google account and your Lootin account at the time of creation*). Please go to the following chapters for more details.

II.Register

For information: Registration for the application is quick and will only take a few minutes. You can then start using Lootin and meet people with the same interests near you very quickly.

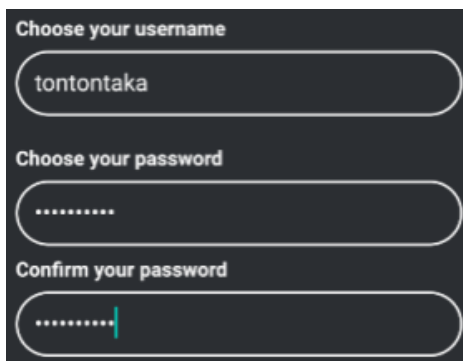
Once you have clicked on the “**Register**” button from the login page, another page opens, it's time to create your profile by completing the requested information.



The image shows a registration form on a dark background. At the top, the title "Choisis ton pseudo" is displayed. Below it, there are three input fields, each with a red circle containing a number indicating the step order. The first field is labeled "Choisis ton pseudo" and contains the text "Pseudo" (1). The second field is labeled "Choisis ton mot de passe" and contains the text "Mot de passe" (2). The third field is labeled "Confirmer ton mot de passe" and contains the text "Mot de passe" (3). At the bottom of the form, there is a red button labeled "SUIVANT" (4).

To start, complete the “**Nickname**” (1) field by putting the name on which you want to be displayed on the application. Choose a password by typing it in the appropriate field (2) and confirming it in the “**Confirm your password**” box (3). You will then be able to go to the next step by clicking on the “**Next**” button (4).

Example:



The image shows an example of the registration form. It has a dark background. The first field is labeled "Choose your username" and contains the text "tontontaka". The second field is labeled "Choose your password" and contains a series of dots. The third field is labeled "Confirm your password" and contains a series of dots. The fields are outlined in white.

The next page will ask you to enter an e-mail address. So put your email address in the corresponding field (1) then validate using the “**next**” button (2)

Your email

ny@mail.com 1

NEXT 2

Example:

tontontakadu77@gmail.com

The next step is to enter your real identity. Once you have entered your **name (2)** and **first name (1)** in the corresponding fields, click on the “**Next**” button **(3)**.

Comment tu t'appelles ?

1

2

SUIVANT 3

The application will then ask you to enter your date of birth, starting with the **day (1)**, the **month (2)** then the **year (3)**. Then go to the next step by clicking on the “” **Next**” button (4).

Ta date d'anniversaire

1

2

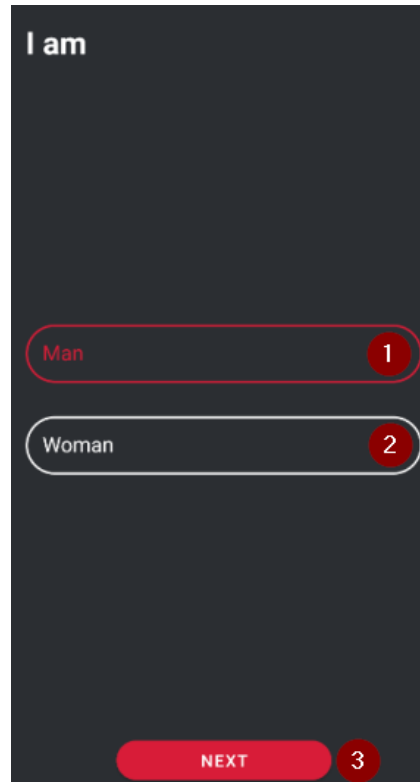
3

SUIVANT 4

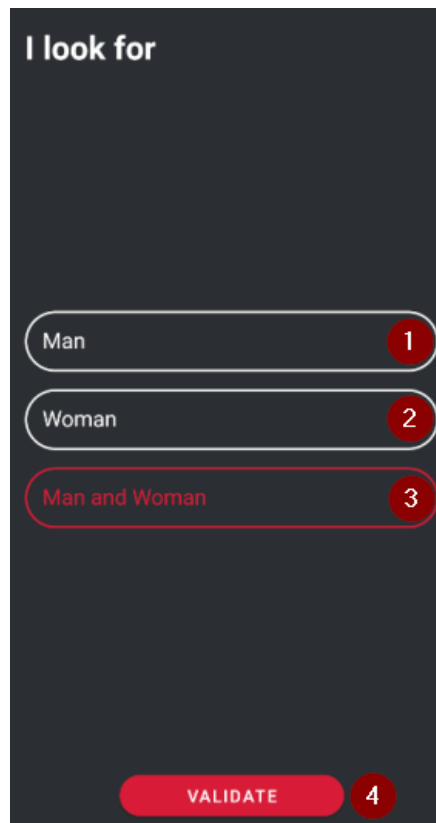
Example: A person born on April 26, 2000

Three rounded rectangular input fields on a dark background. The first field contains the number '26', the second contains '4', and the third contains '2000'. Each field has a white border and a small white circle on its right side.

Then, the application will ask for the user's gender, he will then have to choose between “**Male**” (1) and “**Female**” (2). When you, the application user, have made your choice, then the selected box will turn red. Then click on “**Next**” (3) to go to the next step.

A dark-themed mobile app screen. At the top, it says 'I am' in white. Below this, there are two rounded rectangular buttons. The first button is labeled 'Man' and has a red circle with the number '1' on its right. The second button is labeled 'Woman' and has a white circle with the number '2' on its right. At the bottom of the screen, there is a red rounded rectangular button labeled 'NEXT' with a red circle containing the number '3' on its right.

The next step is to indicate what kinds of people you want to meet. Note that you have the choice between “**Male**” (1), “**Female**” (2) and “**Male and female**” (3). When the box is selected, it turns red. Then click on “**Next**” (3) to go to the next step.



I look for

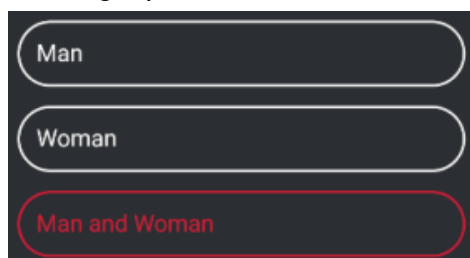
Man 1

Woman 2

Man and Woman 3

VALIDATE 4

Example: Here the user has chosen to select “Male and Female” to maximize their chances of finding a partner.



Man

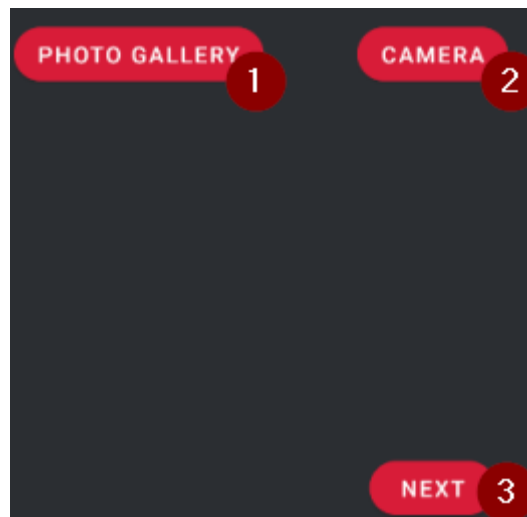
Woman

Man and Woman

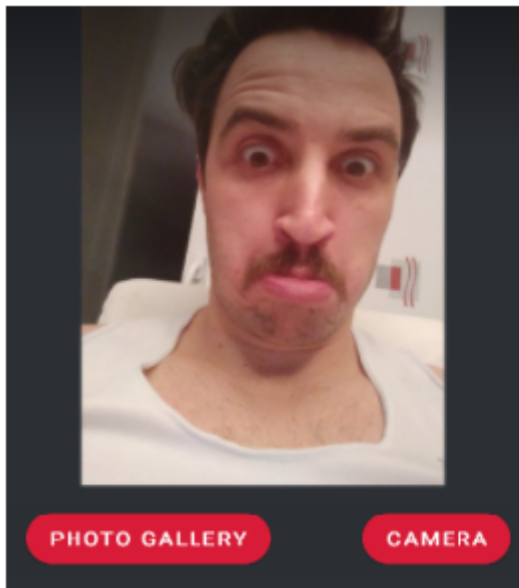
In this new step, you will be able to give more details about yourself, this will allow other users to have a better perception of who you are, and thus facilitate your future communications. To do this, complete the “**Descriptions...**” (1) field as required. Then click “**Next**” button (2) to go to the next step.



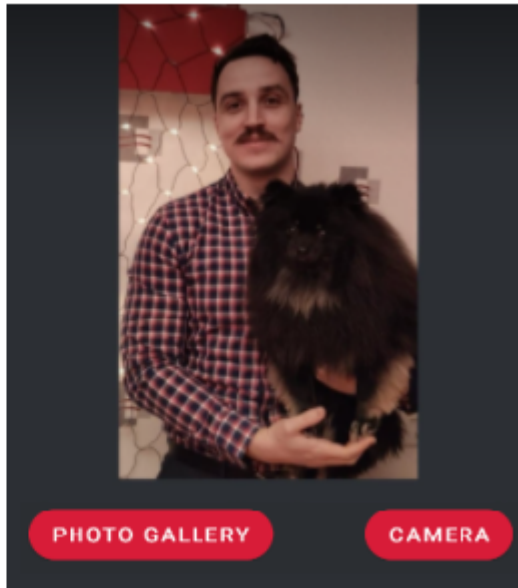
Then the application will ask you to add a profile picture. For this, you will have two options, either take a photo of yourself directly with your phone's camera from the Lootin application (button: “**Camera**”(2)) or either retrieve and use an existing photo from your phone (button: “**Photo Gallery**”(1)). Then click on “**Next**” (3) to go to the next step.



Example: The user started by taking a photo from the application (image 1).



(image 1)



(image 2)

Not satisfied with the photo he took with his phone, the user preferred to put another photo from the image gallery of his phone. (image 2)

As long as you do not validate with the “**next**” button, you will be able to change your future profile image as you wish.

Finally, the last step is to select the games the user is playing. A list appears with a large number of games and different platforms on which the games are available. You can select several (*when the game is selected, it becomes grayed out*) and click on the “**Validate**” button **(1)** to validate the creation of its profile.

Example: The user has selected the game “Counter Strike” on PS3, “Diablo 3” on Switch and “Among US” on PC.



VALIDATE

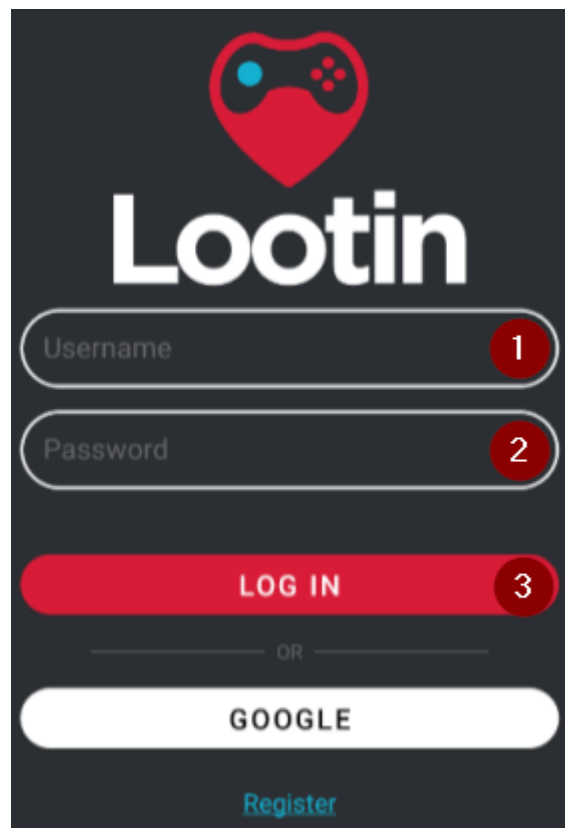
III. Get connected

Make sure you have already created an account on the application, if this has not been done thank you refer to the previous chapter for details.

There are two ways to identify yourself on Lootin. So we'll see them both.

A. Using the "Connect" button

on the application's login page, enter your **username (1)** and **password (2)** in the appropriate fields. Then click on **"Log in"** button (3).



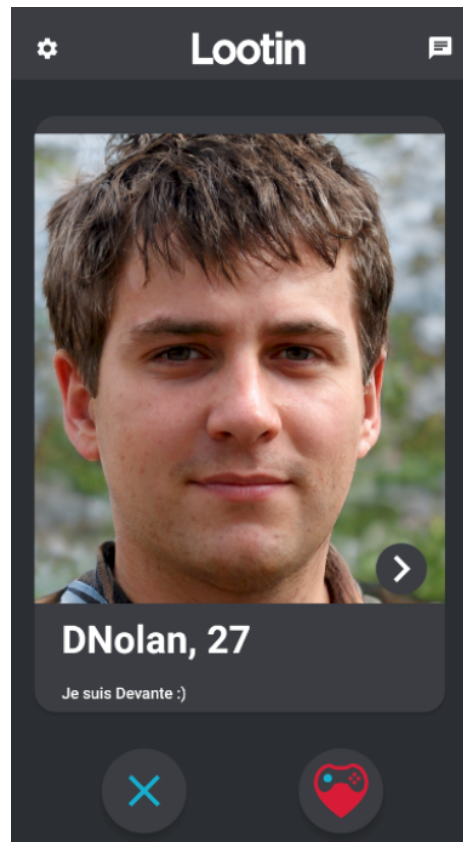
B. Using "Google" button

Click the button "Google" and select your Google email address. As the application is linked with the google account, you will be able to authenticate yourself in a few clicks without having to type in your information.

**** Important *** - Note that for the moment this option is not implemented but will be in the next versions of the application. It is not available for the first version of the Lootin app. - *** Important ****

IV. Using the Lootin Application

Once you are logged in to the application, you will be on the following homepage:

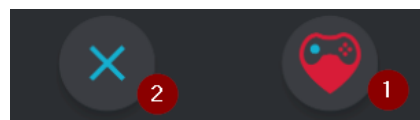


On this homepage, you will see the profiles of other people. You can see a summary of the person's profile with his nickname, age, description and buttons on which you will be able to click to interact. We are therefore going to see all the features of the home page.

A. Loot or drop

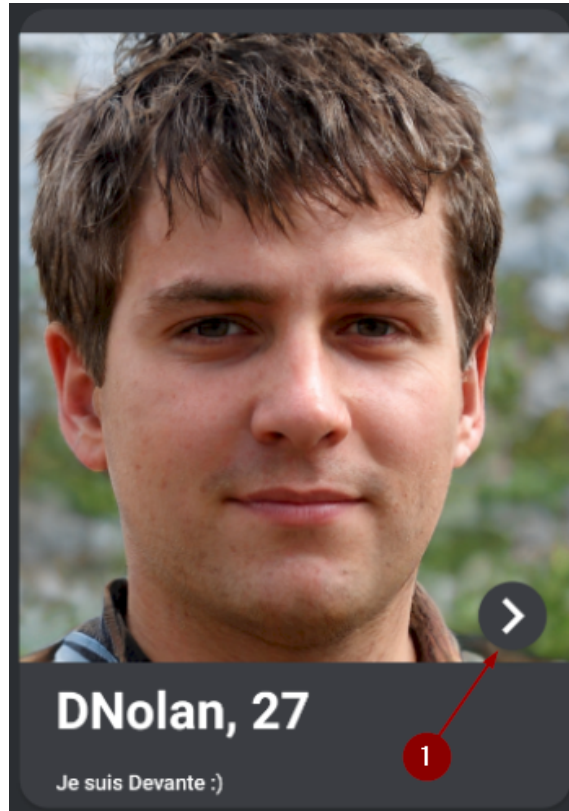
To play, you will be able to choose between "Loot" (*like the person's profile and interact thereafter with it*) or "Drop" (*ignore the person's profile and switch to another proposal*) the profile of the people proposed by the application. Whatever your choice, the application will then offer you again the profile of another person sharing the same game preferences.

To **"Loot"** press the button (1) and to **"Drop"** press the button (2).



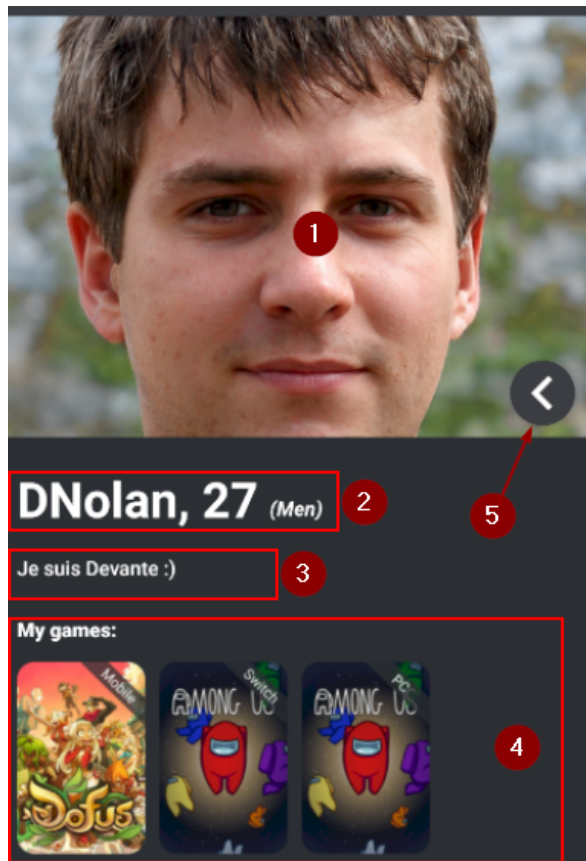
B. To see more details on a profile

To have more details on the profile of a proposed person, from the home page, click on the small arrow **(1)** to the right of the profile picture.



Once you have clicked on this arrow, the details of the person's profile appear. you will be able to find the following information:

- Photo of the person (1)
- Name, age and sex of the person (2)
- The description of the person (3)
- The list of games the person is playing (4)
- The arrow to return to the home page (5) to decide if you want to drop or drop the person.



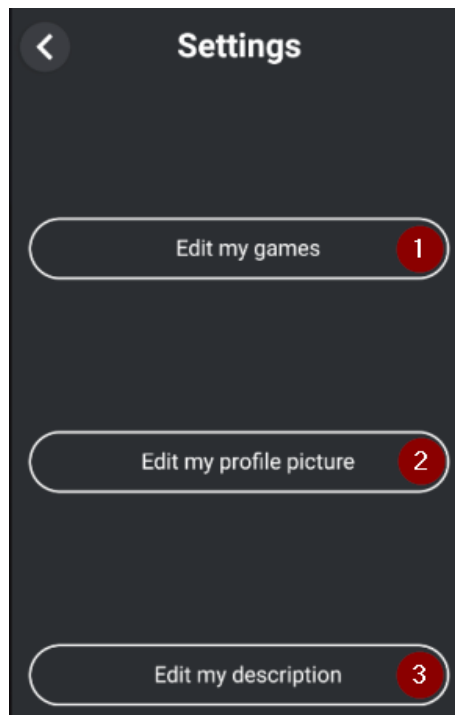
C. Update your profile

At any time you can edit the information that other users will see on your profile. To do this, from the home page, click on the gear-shaped button at the top left.



An option page opens, you will be able to click on 3 buttons:

- Modifying the games **(1)**
- Changing the profile picture **(2)**
- Changing the description **(3)**



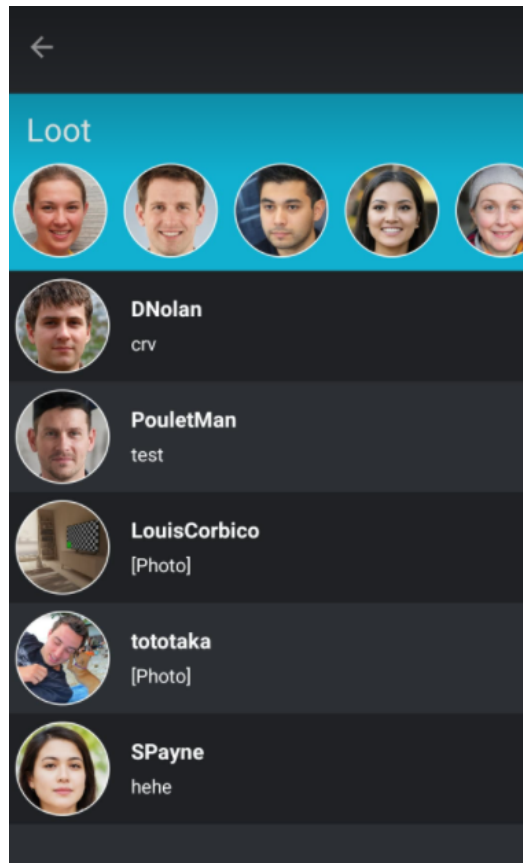
For more details, you can refer to chapter II: “II. Register” of this documentation.

D. Your loots

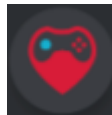
At any time, you can check your “**loots**” by clicking on the messaging icon at the top right of the home page.



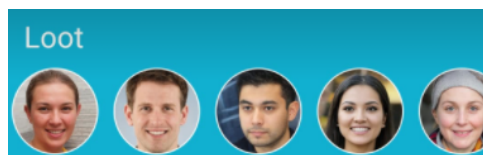
Once clicked on the messaging button, you access the menu where there are all of your “**loots**”.



In the blue band, we find from the most recent to the oldest the last 5 loots that you obtained. These are the people who liked your profile and whom you also liked and clicked on the loot icon:

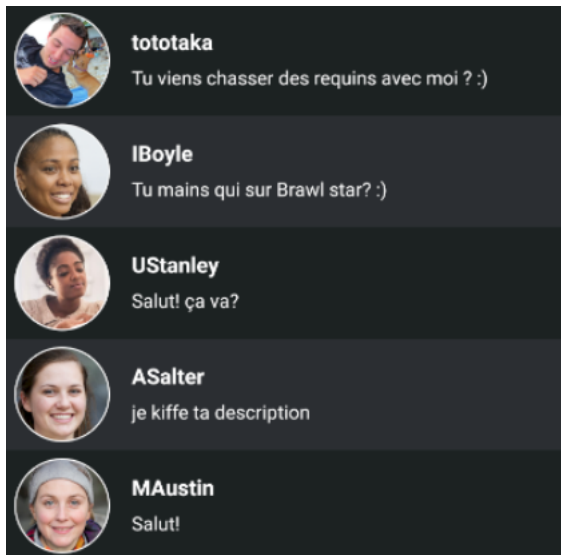


Example: Here is an overview of the blue band of your loots.

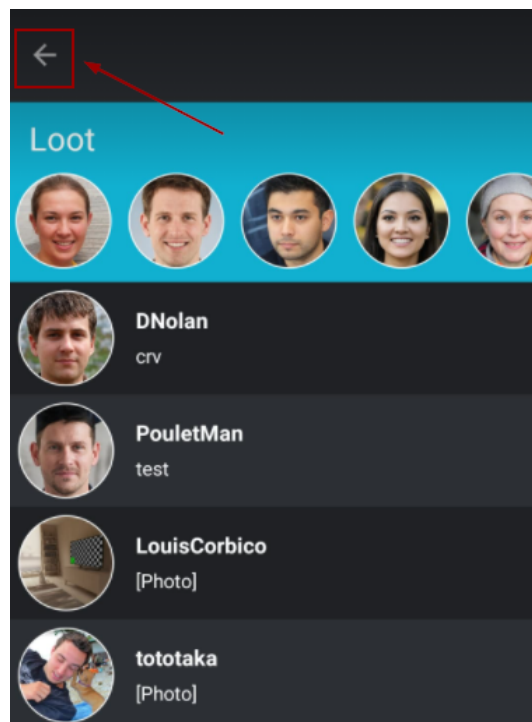


The part below is about conversations. For there to be a conversation, there must be a match followed by a message from one of the two people. These messages are displayed in order of last arrived. You can also see a preview of the last message of the conversation received directly from this page. To see the whole conversation, you will have to click on the message you want to read.

Example: We can see that the user "tototaka" was the last to have interacted with us.



You can return to the home page by clicking on the arrow button at the top left.



If you click on one of the match bubbles or on one of the conversations, you will be able to send messages to your interlocutors (*see the following section: “Chat with THE person you are looking for”*).

E. Communicate with the right person

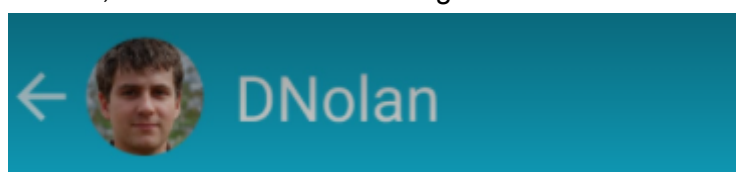
Once you have clicked on a game bubble (in the blue area) or on a conversation. You will be able to consult all the exchanges you have had with your interlocutor. We can differentiate the messages sent **(2)** from those received **(1)**.



From this bar located at the bottom of the conversation, you will be able to send text messages (including emoticons), take pictures from your phone or search for them in your image gallery to be able to send them to your interlocutor .



In addition, it is possible from the conversation page to directly access the profiles of your interlocutors. To do this, click on the name or image located in the blue banner at the top.



You will be able to consult his profile again as for the chapter: “IV - B. to have more details on the profile”.

