

Quick Start Guide

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1 Prerequisites

In order to use the system a web and MySQL server is required. These can be downloaded individually from their appropriate vendors or an all in one package such as XAMPP can be installed.

2 Initial Setup

This section details how the database and the web application can be setup. A generalised step by step guide is provided based on a UNIX environment but may vary depending on the operating system.

2.1 Database

1. Once a MySQL server has been installed, launch your preferred database management tool. For this guide, PhpMyAdmin is being used as this is provided in the XAMPP installation.
2. Click the create new database link and enter 'Frisk' for the database name, leaving the rest of the settings as default.
3. Click create or save to create your new database.

2.2 Configuration

Before the application can be run, it is necessary to configure some of the environment variables so that the application can access the database and mail servers. These settings are all stored in a file names `.env`, stored in the project root directory.

2.2.1 Database Configuration

In order to allow the application to the database, open the directory containing the code for the database and change the following variables.

- **DB_HOST:** This is the IP address of your database server. If your database is hosted on the same machine then this can be set to 127.0.0.1
- **DB_DATABASE:** This is the name of the database you created in the previous steps.
- **DB_USERNAME:** This is the username for logging into your database. This can be set to the default user root but it is not recommended.

- **DB_PASSWORD:** This is the password for the database user. By default, the password for root is empty.

2.2.2 Mail Server

As the application occasionally needs to send out emails to users, it requires a mail server. If you are using a web hosting company then this can usually be ignored as a default mail server is used. However, if you are hosting the application on a local machine then you may need to configure an SMTP mail server, the details for which will be provided by your mail provider. The following variables must be configured for this.

- MAIL_DRIVER=smtp
- MAIL_HOST
- MAIL_PORT
- MAIL_USERNAME
- MAIL_PASSWORD
- MAIL_ENCRYPTION

2.2.3 Third Party APIs

The application relies on several third party APIs including Google and Facebook for their OAuth service. In order to allow OAuth you must sign up for a developer account on both of these services and configure the following settings for each provider.

- XXX_ID
- XXX_SECRET
- XXX_CALLBACK: This should be in the form *APPLICATION_URL/auth/xxx/callback*

Note: XXX must be replaced with the name of the provider in upper case where as xxx must be replaced with the name of the provider in lower case. *URL_APPLICATION* must be replaced with the host url of the application.

2.3 Running the Application

There are two ways the application can be accessed, the first is using the installed web server whereas the second uses the web server provided through the artisan command.

2.3.1 Via Installed Web Server

1. In order to setup the application, simply copy the entire application folder to the base directory of your web server. For XAMPP this is the htdocs folder.
2. Startup your MySQL server using the control panel provided your installation or using the command line.
3. Startup your web server using the control panel provided with your installation or using the command line.
4. Simply navigate to *http://localhost/Frisk* to access the application

2.3.2 Via Artisan

This approach assumes that the php command has been installed for the console.

1. In order to setup the application, simply copy the entire application folder to any location on your machine.
2. Startup your MySQL server using the control panel provided your installation or using the command line.
3. Startup the web server provided by laravel using the artisan utility.
 - (a) Launch the terminal or console window for your operating system.
 - (b) Change to the directory of the project using the *cd* command.
 - (c) Run the *php artisan serve* command.
4. Simply navigate to the link provided after running the web server to access the application. The url is usually of the form *http://localhost:8000*

3 User Guide

This sections provides instructions on how some of the main tasks can be accomplished through the user interface. As the URL of the application is dependant on how it is setup, the *homepage* will be used to refer to refer to this url.

3.1 Authentication

This section details how the user may setup a new account and then authenticate into the system using their credentials.

3.1.1 Signing Up

1. Launch a web browser and navigate to the application *homepage*.
2. For desktop devices, click the signup link in the navigation bar, or for mobile devices simply expand the navigation using the toggle in the top right corner and then click the signup link.
3. Complete the signup form with your full name, email address and a sensible password.
4. Click the register link to create a new account.

Note: Alternatively, you may signup using an oAuth service such as Google or Facebook via the login page.

3.1.2 Logging In

1. Launch a web browser and navigate to the application *homepage*.
2. For desktop devices, click the login link in the navigation bar, or for mobile devices simply expand the navigation using the toggle in the top right corner and then click the login link.
3. Fill in the login form and press login or click one of the third-party links to authenticate using oAuth.

3.2 Searching

The user can search for items using either a manual search or exploring the area around them.

3.2.1 Manual Search

1. Launch a web browser and navigate to the application *homepage*.
2. Enter the name of an item, or if you know the serial number of an item then you may enter this, into the search bar in the header or on the homepage.
3. Press the search button if you used the search bar on the homepage or press enter if you used the search bar in the header.

3.2.2 Exploring

1. Launch a web browser and navigate to the application *homepage*.
2. Make sure you're using a HTML 5 compliant web browser and click the around me link in the header.
3. Allow the system to use your current location, if you haven't done so on the homepage previously.

3.3 Viewing and Contacting

1. Launch a web browser and navigate to the application *homepage*.
2. Search for an item using one of the two approaches in this guide.
3. Once you have located your item, click the item to bring up a modal displaying all the details about the item.

3.3.1 Contacting the owner

1. Find the item you'd like to contact the owner of.
2. Bring up the view item dialogue by clicking it.
3. Make sure you are logged in and click the message owner link under the item details

3.4 Dashboard

Authenticated users can access the dashboard to manage their profiles. The dashboard is available via the dashboard link, under the user drop down menu in the header.

3.4.1 Registering a Location

1. Navigate to the dashboard and then click the locations link in the sidebar.
2. Click the new button in the header, this will bring in a dialogue where you can chose one of the following options.
 - Enter your postcode and click the find button.
 - Click the dropdown icon next to the find button and then choose to use your current location.
3. Next, verify the full address displayed by the system and make any changes if necessary.
4. Click the save button to save the location.

3.4.2 Creating an Item

1. Navigate to the dashboard and then click the items link in the sidebar.
2. Click the new button in the header and this will redirect you to the create item page.
3. Complete the form with the name, serial number, value, location and an image of the item.
4. Click the save button to create the item.

3.4.3 Reporting an Item

1. Navigate to the dashboard and then click the items link in the sidebar.
2. Click the edit button on the item you'd like to report.
3. Switch to the report tab under the header.
4. If the item is currently private then select a location where it was stolen from and click the report as lost or stolen button. However, if the item is already reported as lost and stolen and has been recovered you can simply click the mark as recovered button.

3.4.4 Viewing and Replying to Messages

1. Navigate to the dashboard and then click the message link in the sidebar.
2. Your messages will de displayed in an email like format.
3. You can view a message by clicking the row or reply to it by clicking the reply link to the message.

3.4.5 Editing and Deleting Content

Editing and deleting content has been provided in a generic way and is consistent across all components of the system.

1. Navigate to the dashboard.
2. Click the appropriate link in the sidebar, where you'd like to delete content from.
3. If the content can be edited then an edit button will be provided in the top right corner.
4. Any content can be deleted by clicking the delete button in the top right corner for tile based views or on the far right for messages.