User Manual

Deployment of System:

- 1) Before deploying either version, you must use the eas command "eas login" and login to the eas account for the app.
- 2) See Pre-Deployment and Deployment folder for more information about Testflight and deployment information: Pre-Deployment and Deployment Info
- 3) Android Install
 - a. Build the most current version of the app using the eas build --platform android command. In the command line while in the directory for the app use this command.

eas build --platform android

```
C:\Users\plync\OneDrive\Desktop\CtExploredApp>eas build

@ eas-cli@8.0.0 is now available.
To upgrade, run npm install -g eas-cli.
Proceeding with outdated version.

(node:16848) [DEP0040] DeprecationWarning: The `punycode` module is deprecated. Please use a userland alternative instead.

(Use `node --trace-deprecation ...` to show where the warning was created)

\| Select platform \( > \) Android

Loaded "env" configuration for the "production" profile: no environment variables specified. Learn more: \( \) https://docs.expo.dev/build-reference/variables/

\| Using remote Android credentials (Expo server)

\| Using Keystore from configuration: Build Credentials Lsj0Q7drjK (default)

Compressing project files and uploading to EAS Build. Learn more: \( \) https://expo.fyi/eas-build-archive

\| Uploaded to EAS is

\| Created project metadata file

\| Uploaded to EAS

Build details: \( \) https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/builds/eabd8114-69ec-4d35-a661-fb294dc6df2d

Waiting for build to complete. You can press Ctrl+C to exit.

\| Build finished
```

b. Submit the build using eas submit. After the build is completed use this command.

eas submit --platform android

Google Play store requires a Google Service Account in addition to a Google Play Console account. This is because you need a private key Json file that is provided with the service account. To create the Service account, follow the steps <u>here.</u>

You will need the Json file that contains the key.

First select the option select a build from EAS and select the most recent android build.

```
? What would you like to submit? » - Use arrow-keys. Return to submit.
> Select a build from EAS
    Provide a URL to the app archive
    Provide a path to a local app binary file
    Provide a build ID to identify a build on EAS

? Which build would you like to submit? » - Use arrow-keys. Return to submit.
> ID: eabd8114-69ec-4d35-a661-fb294dc6df2d (16 minutes ago)
    Profile: production
    Commit: c82dfb9 "play store service account submitter"
    - ID: 7fd217f8-2e37-48d7-bcf9-023fdbc69dff (2 hours ago)
```

Next it will ask for the Json file that contains the key for your Service account. If the file path is not correct for the variable "serviceAccountPath" in the eas.json file. It will prompt you to enter the Json file.

```
A Google Service Account JSON key is required to upload your app to Google Play Store.

If you're not sure what this is or how to create one, learn more: <a href="https://expo.fyi/creating-google-service-account">https://expo.fyi/creating-google-service-account</a>

Path to Google Service Account file: » playstoresubmitter-471f6b2e88f5.json

Project ID:

Release track:

Changes not sent for a review:

Release status:

Changes not sent for a review:

Release status:

Coogle Service Account Key:

Key Source : local

Key Path : playstoresubmitter-471f6b2e88f5.json

Account Email: play-store-service-account@playstoresubmitter.iam.gserviceaccount.com

Rollout:

Undefined

Build ID : eabd8114-69ec-4d35-a661-fb294dc6df2d

Build Date : 5/2/2024, 8:04:09 PM

App Version : 0.1.21

Version code: 4

V Scheduled Android submission

Submission details: <a href="https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/submissions/e33d1f77-5dea-469b-9e97-01783716e189">https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/submissions/e33d1f77-5dea-469b-9e97-01783716e189

Waiting for submission to complete. You can press Ctrl+C to exit.

V Submitted your app to Google Play Store!

All done!
```

c. Log on to the Google Play Console. Find the most current version and publish it for internal testing.

Latest releases ②

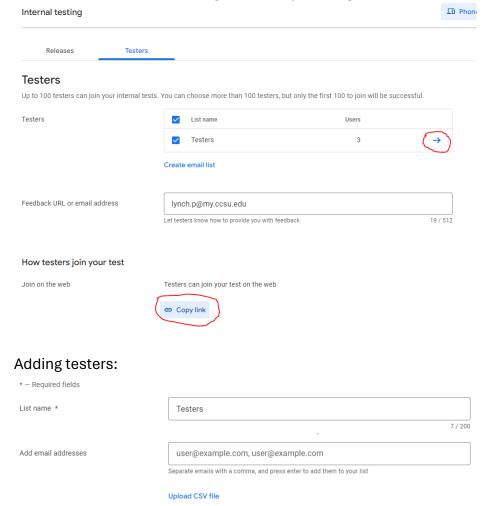
Release	Latest version	Track	Release status
3 (0.1.21)	3	Internal testing	
0.1.21	4	Internal testing	Draft

Click the arrow in the same row as the version that you published. You will see the create internal testing release page. Click Next, then click Save and Publish. The only version that should appear under Latest releases is the newest one.

Latest releases ②

Release	Latest version	Track	Release status
0.1.21	4	Internal testing	Available to internal testersFull rollout
-	-	Production	Draft

d. Update the testers by adding the emails of the new testers under the Internal Testing section by clicking the arrow next to testers, if need be.



- e. Send the link for the published build to testers by clicking Copy link under the How testers join your test section. Testers must be using the email that is on the testers list. The link will open the Google Play Store to the app.
- 4) IOS Deployment

- a. If app isn't already installed, follow the <u>TestFlight External Deployment</u> document in the <u>Pre-Deployment and Deployment folder</u>.
- Build the most current version of the app using eas build --platform ios. In the command line while in the directory for the app.
 eas build --platform ios

```
marekgrabowski@Mareks-MacBook-Pro CtExploredApp % eas build —platform ios

* eas-clig7.8.2 is now available.

To upgrade, run npm install —g eas-cli.

Proceeding with outdated version.

Loaded "env" configuration for the "production" profile: no environment variables specified. Learn more

* Using remote 105 credentials (Expo server)

If you provide your Apple account credentials we will be able to generate all necessary build credentials and fully validate them.

This is optional, but without Apple account access you will need to provide all the missing values manually and we can only run minimal validation on them.

* Do you want to log in to your Apple account: — yes

* Log in to your Apple Developer account to continue

* Apple ID: _ marekgrabowski@my.ccsu.edu
```

For IOS you will be prompted to sign in with your apple id, and potentially enter a 2FA code

```
Provisioning profile (id: K3FKBYB48Y) is no longer valid

Fetched Apple provisioning profiles

Provisioning Profile - ID: K3FKBYB48Y

Name: *[expo] com.ctexploreddev.CTExploredGuidedTours AppStore 2024-03-29T19:35:52.313Z

Expiry: Sat Mar 29 2025

Would you like to reuse the original profile? ... yes
```

Reuse the existing provisioning profile (y)



c. After the build is completed submit the build using the eas submit command.

Select option one as our build was created on Expo Cloud servers.

```
% eas submit --platform ios
* eas-cli@7.8.5 is now available.
To upgrade, run npm install -g eas-cli.
Proceeding with outdated version.

? What would you like to submit? > - Use arrow-keys. Return to submit.
> Select a build from EAS
    Provide a URL to the app archive
    Provide a path to a local app binary file
    Provide a build ID to identify a build on EAS
```

Select the most recent build.

```
What would you like to submit? > Select a build from EAS
? Which build would you like to submit? > - Use arrow-keys. Return to submit
> - ID: 70b9e141-366c-4656-aa00-c6d450453d43 (4 minutes ago)
Profile: production
Commit: c148891 "Merge pull request #40 from Mad-Hatterz/Minh_Nvm..."
- ID: 02664dd0-ed97-4ebd-ac62-14c3ed3f7e3b (3 days ago)
- ID: e5b3842c-7699-4a3a-9fe4-7eebaa749e82 (6 days ago)
- ID: b13ee3df-89c6-4481-a731-6ed2722e1710 (7 days ago)
- None of the above (select another option)
```

For ios you will be prompted to login with your apple id again.

```
> Log in to your Apple Developer account to continue
? Apple ID: >
```

```
Using Api Key ID: 5XHD7N3Z6F ([Expo] EAS Submit 5R_MtfYgIu)

ASC App ID: 6480323417

App Store Connect API Key: eb475563-af70-494f-a38e-d66fede80c47

App Store Connect API Key:

Key Name : [Expo] EAS Submit 5R_MtfYgIu

Key ID : 5XHD7N3Z6F

Key Source: EAS servers

Build:

Build ID : 70b9e141-366c-4656-aa00-c6d450453d43

Build Date : 4/29/2024, 12:16:13 PM

App Version : 0.1.13

Build number: 1

Scheduled iOS submission

Submission details: https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/submissions/9ffe44ff-d849-48cd-98c9-3035bfeb05d8

Waiting for submission to complete. You can press Ctrl+C to exit.

Submitting your app to Apple App Store Connect: submission in progress
```

d. Once you see this screen your app is being uploaded to apples server, this step takes about 5 minutes. Once uploaded it should be automatically published to the internal TestFlight testing group, you should receive an email, along with a push notification.

Main features:

- 1) Tour Selection:
 - a. Description: Upon opening the app, choose a tour from the list of tours provided (currently there are three tours available). Selecting a tour will bring you to a map view that has different POIs (points of interest) related to the tour.
- 2) Viewing POIs and their information:
 - a. Description: Numbered blue circles on the map represent the different POIs. Clicking on a POI allows users to see detailed information about it, such as an image, location, and description.
- 3) Directions to POI:
 - a. Description: Directions can be easily accessed by clicking on the blue address displayed below the image of the POI. This is integrated through Google and Apple Maps, to allow for a seamless experience for Android and Apple users.
- 4) Instagram login:
 - a. Description: Clicking on the Instagram button will prompt a user to first log into the app, using Google, Facebook, or Apple ID. After authentication within the app has been made, a user can click on the Instagram button again and be prompted to login with their Instagram account.
- 5) Saving a POI:
 - a. Description: A user can tap on the save button on the bottom of the information page of the POI so save it for future reference. The saved locations can be accessed easily from the "saved" page at the bottom of the app.
- 6) Read More:
 - a. Description: Additional information can be found about the POI by clicking the "read more" button. Currently it will redirect to the home page of CT Explored, but future development aims to link to specific articles.
- 7) Leaderboard:
 - a. Description: After a user has logged in with Instagram, they can earn points on the leaderboard by posting a picture to Instagram with a hashtag. The leaderboard allows a user to track their place and see exactly where they fall compared to other users.

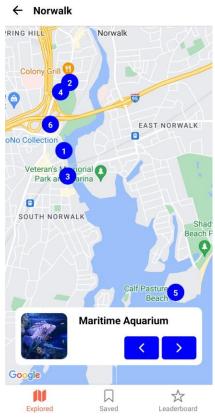
Main Walkthrough:

1) Choose a tour: When the app first loads, you can select a tour from the list provided. Selecting a tour (ex: Norwalk) will bring you to a map screen with different points of interest.

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2) Viewing & accessing information of POIs (points of interest): The map screen will display these POIs, where you can either click the little blue circle with the number or use the arrows at the bottom to navigate between different POIs.



a.

3) Accessing information of POIs: Once a POI has been clicked on, the app will bring up a new screen, that contains an image of the POI, the location of it, and a description about the POI.

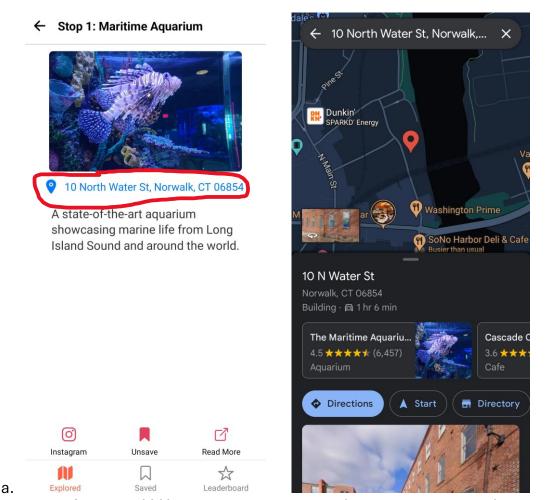
← Stop 1: Maritime Aquarium



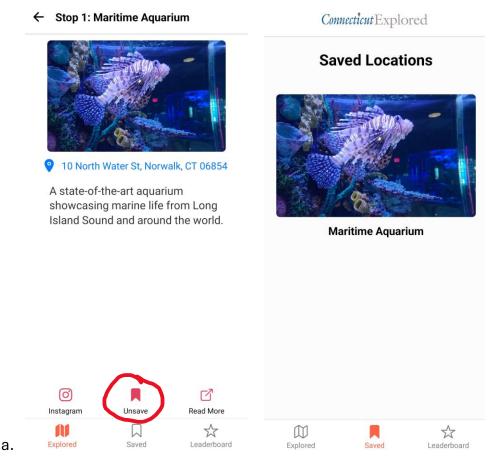
A state-of-the-art aquarium showcasing marine life from Long Island Sound and around the world.



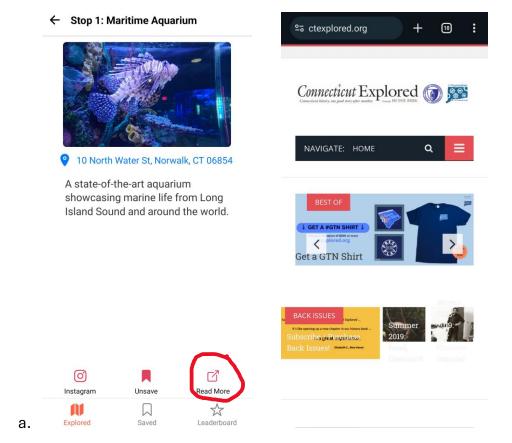
4) Directions to POI: Underneath the image, there is an address in blue that you can click on, and it will ask you to open Google/Apple maps. Once you open the maps, it will show you the directions to get to the POI, either by driving, walking, etc.



5) Saving POI: If you would like to save a POI to view later, you can press the save button on the bottom of the screen, which you can then view from the "saved" page, that holds all saved locations.

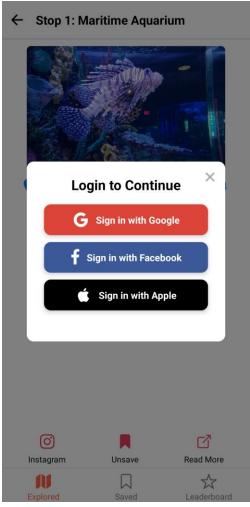


6) Read more: There's a button to read more about the location. At the moment, it brings you to the home page of the CT Explored website. In future development, it should bring you to the specific article connected to the specific POI/tour.

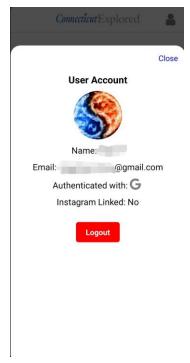


Additional Walkthrough:

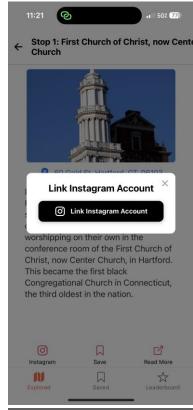
- 1) Posting to Instagram Walkthrough:
 - a. After a user has selected a tour, and a POI, they can click on the Instagram button to log in. At first, this will prompt the user to log into the CT Explored Guided Tours app, using Google, Facebook, or Apple.



b. After signing in with one of the provided systems, you can go to the home page and click the little human icon at the top to see Account information (such as name, email, how you're authenticated, etc).



c. If you go back to the POI, you can click on the Instagram button again, and this time it will prompt you to link your account to Instagram. It will also pop open a web view that will confirm that you want to link your Instagram account to the app.





11:21 ② ... 56% **77**)

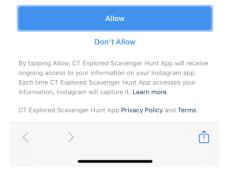
Cancel **a** instagram.com AA **b**

0

i.

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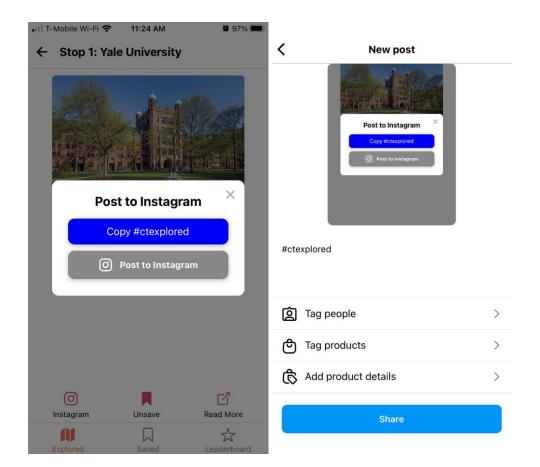
You previously connected CT Explored Scavenger Hunt App to your Instagram account.
Would you like to continue sharing information about ctexploreddev?



d. After your account has been linked, you can copy the hashtag and click on the "post to Instagram" button. This will bring you to Instagram and once an image has been posted with the hashtag, it will update the leaderboard as needed (see leaderboard walkthrough for more details).



- - a. Users can click the #ctexplored button to copy it, and then they can use Ctrl + V to paste it into their Instagram post. Then, they can click the "Post to Instagram" button to link the Instagram webpage and make a post with either the copied hashtag or by typing it in manually if preferred.



b. Once a user posts on Instagram with the hashtag #ctexplored, the application will compute the user's current score and then proceed to update the Supabase table accordingly. In the app, if you click on the "leaderboard" button, you will be shown the leaderboard and your score will be highlighted in yellow, to show your location on the leaderboard.

