

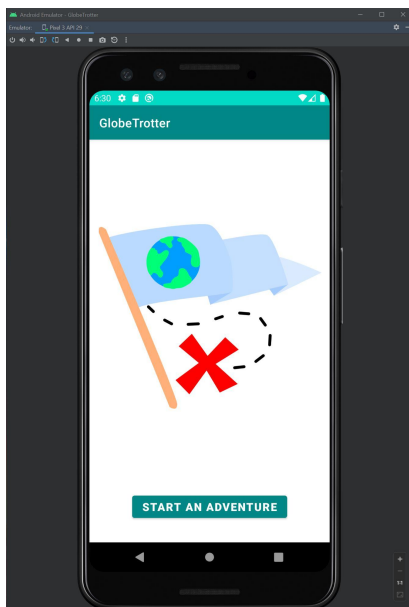
Globetrotter App User Documentation

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Introduction

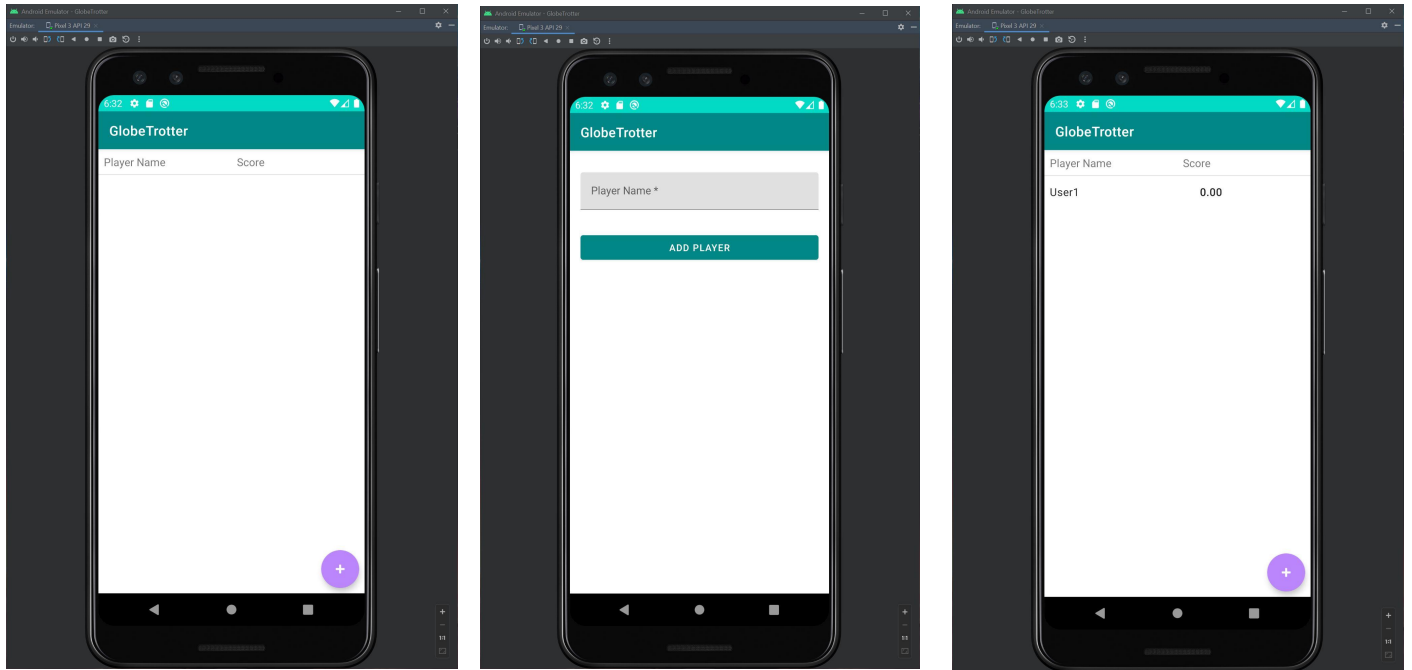
Globetrotter is a game that encourages the user to travel. The app uses Google's Maps and Places API. The app keeps track of a user's score as they travel and enter locations into the app. The app uses a user's geographic coordinates (longitude and latitude) that their mobile device provides, to determine a starting point for the user and a chosen endpoint to calculate a score for the user. The app is very linear, henceforth the contents of this document will be presented on a screen by screen basis.

Start Screen:



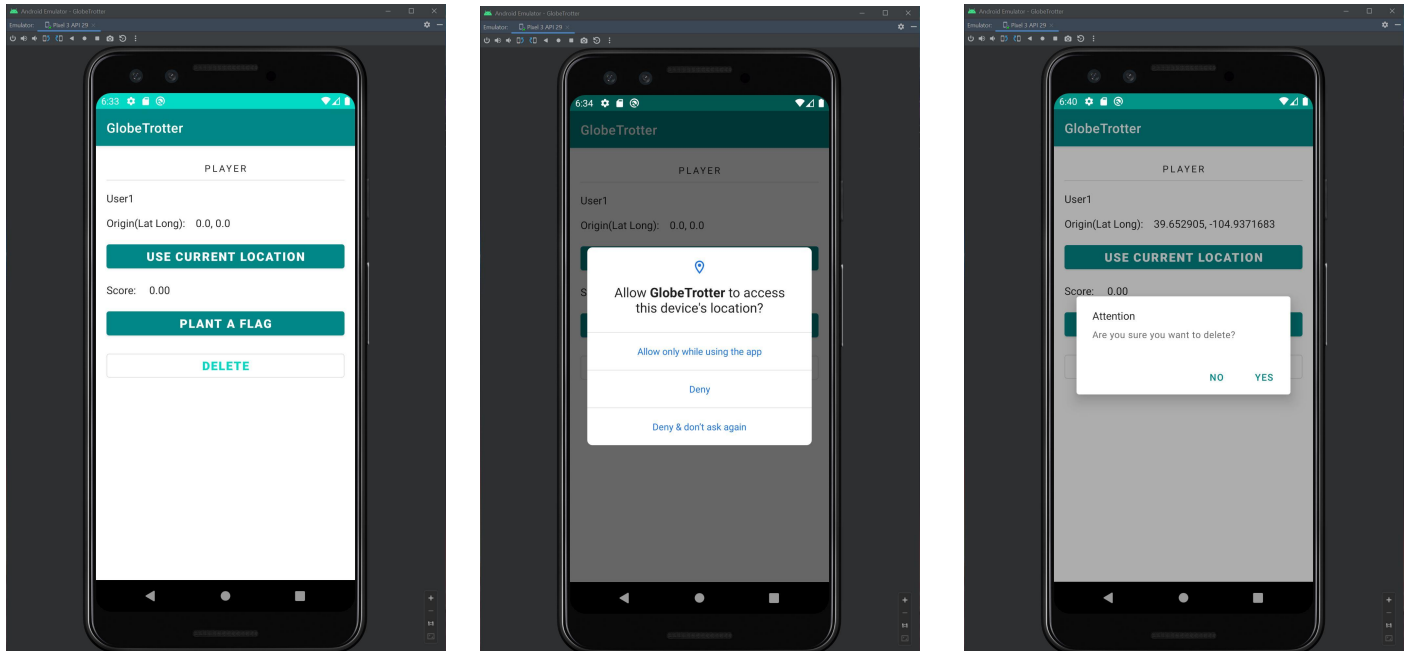
The app starts off with this screen. Towards the bottom of the screen is a button labeled “Start an Adventure.” When the user clicks on it, they will be taken to the player selection screen.

Player Selection Screen:



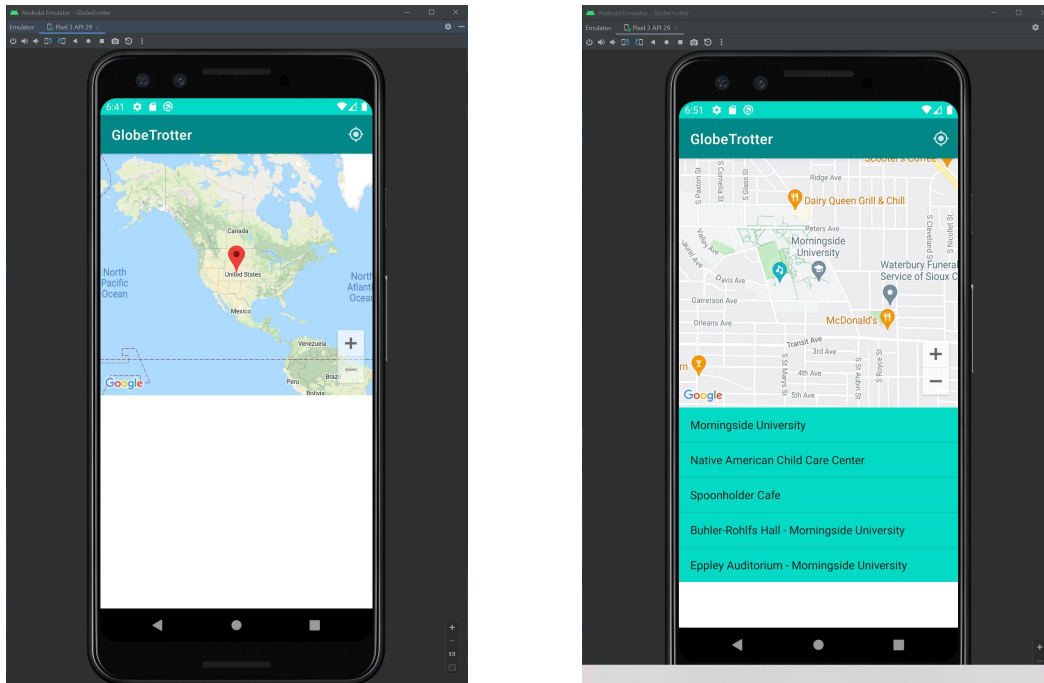
The user will then be presented with a list of existing players and their respective scores. A button located towards the bottom right can be clicked on to add a new player. The user will then be prompted to enter a name for the new player. When the "Add Player" button is clicked they will be taken back to the list screen with a starting score of zero for the newly added player. The user can then click on a player name and be taken to the player screen.

Player Screen:



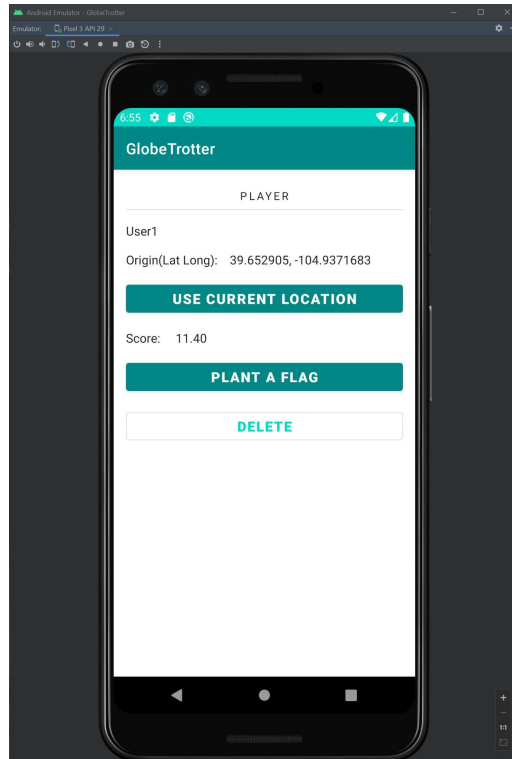
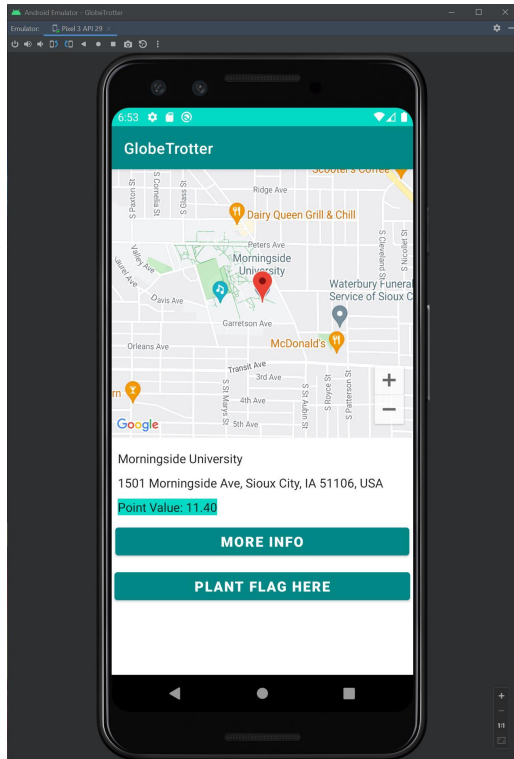
On the player screen, the user will see the name of the player, their origin coordinates, and their current score. When the user clicks on the “Use Current Location” button, if this is the first time or the app has yet to be given permission to use the device’s location, a prompt will come up asking for permission to access the device’s location. If the user denies permission, the origin coordinates will be set to (0.0, 0.0). If the user gives permission, the user will need to click the button a second time to update the coordinates with their current location. The user also has the option to delete the selected player. When the “delete” button is clicked, a dialog box will pop up asking for confirmation. If yes is selected, the player will be deleted and the user will be taken back to the player selection screen. When the “Plant a Flag” button is clicked, the user will be taken to the Map/location selection screen.

Map/Location selection Screen:



The user will then be presented with a map with a marker placed on the place of origin. When the user clicks on the crosshair icon in the upper right corner, if no prior location permission was given, the user will again be prompted to give permission to the app. The map will then update to the current location of the device and will generate a list of five locations that are nearby. The user now has five locations to choose from. If the user is not satisfied with the generated location, they may click the crosshair icon again to refresh the list. When a user clicks on a location, they will be taken to the location info screen.

Location Info Screen:



The user will be presented with a marker on the map of the selected location, the location's name, and address. A potential point value is also listed and highlighted in blue. The user can then click on the "More Info" button, which will then launch the device's preferred web browser and perform a search on Google for the selected location. When the user clicks on the "Plant a Flag" button, they will be taken back to the player screen with an updated score.