User Guide

Log In

The first step to access the application is logging in. If you have already signed up, use your existing credentials to log into the app.

If you do not have an account set up yet, follow the Sign Up link.

Sign Up

This is where you will sign up for new credentials. Enter a new email and password and click sign up. Note: sign up will fail if the email is already taken.

System Dashboard

This is the first page you will see after accessing the application. The dashboard will show all current resources with their respective capacity and availability. Below the table is a project

search bar where, if you know of an existing project, you can search by project ID and be taken to the project page. Other options available to the user are creating a new project and returning back to the log in page (signing out).

Project Creation

This is where you, as a user, can create a new project. There are three required fields: Project ID, Project Name, and Project Description. The Project ID must be unique. Clicking on Create Project will create a new project with the given attributes and take you to the project page.

Project Page

After creating or accessing a project, you will arrive at the Project Page. Here, you will see the project's information such as name and description, and the project's associated resources. The

resource table shows all system resources with their capacity and availability, and the currently checked out resources by the project. Finally, there is a resource request option. This allows the user to make a request for resources, either for checking in or checking out.

Project Details

User Tutorial

Project for the user documentation

Resource	Capacity	Availability	Checked Out	Request
bikes	650	500	0	0
scooters	650	632	0	0

CHECK IN CHECK OUT

CANCEL

Check In/Out

In the project page, you will be able to check in and check out resources with the following restrictions:

1. Check in will work if trying to check in an amount that is less than or equal to the project's currently held resources. A check in attempt for more resources than are held will fail
2. Check out will always work, and requesting an amount greater than what is available in the system will check out the remaining available resources.