

Patient Manual

The Patient manual is where patients can set interests, match, and communicate with other users of the application.

Logging In

To Login. Simply navigate to the application url, and put in the credentials sent to you in your email account. After clicking submit, you will be taken to the match screen.

UNC Pediatrics - Account Created



UNC Pediatric Support <523pediatrics@gmail.com>
to me ▾

Hello; you have successfully registered with UNC Pediatrics!

Your account username is **PoliteApple92**, and your password is **GoodHorse91**.

Login

Username

Password

Submit

Patient Matching

Upon logging in, patients will be presented with a tabbed menu of matches, potential matches, and sent requests.


Patient Matches

Potential Matches

Matched


Pending **1**

Sent



patient5Legos, Videogames

Send Request



patient4Legos

Send Request

This tab shows people that can be potentially matched with. The blue bar describes how much of a match the user is- a full bar indicates they are one of your most similar potential matches. Underneath the bar is a list of attributes the user possesses. The picture displayed is specified by the other user. Upon pressing the “send request” button, a request is sent to the user asking them to connect.



This tab shows the users a patient has already matched with.


Patient Matches

Potential Matches

Matched

Pending **1**

Sent



patient3
Legos, Movies

Respond to Request

[Accept](#) [Deny](#)

This tab is where one can respond to match requests. If someone sends you a request, it will show up here. It is important to note that you can tell how many requests are pending by the red number displayed in the tab above. By clicking the accept button, the user will become matched and you will be able to message them. If you click deny, they will go back to the potential matches screen.


Patient Matches

Potential Matches

Matched

Pending **1**

Sent

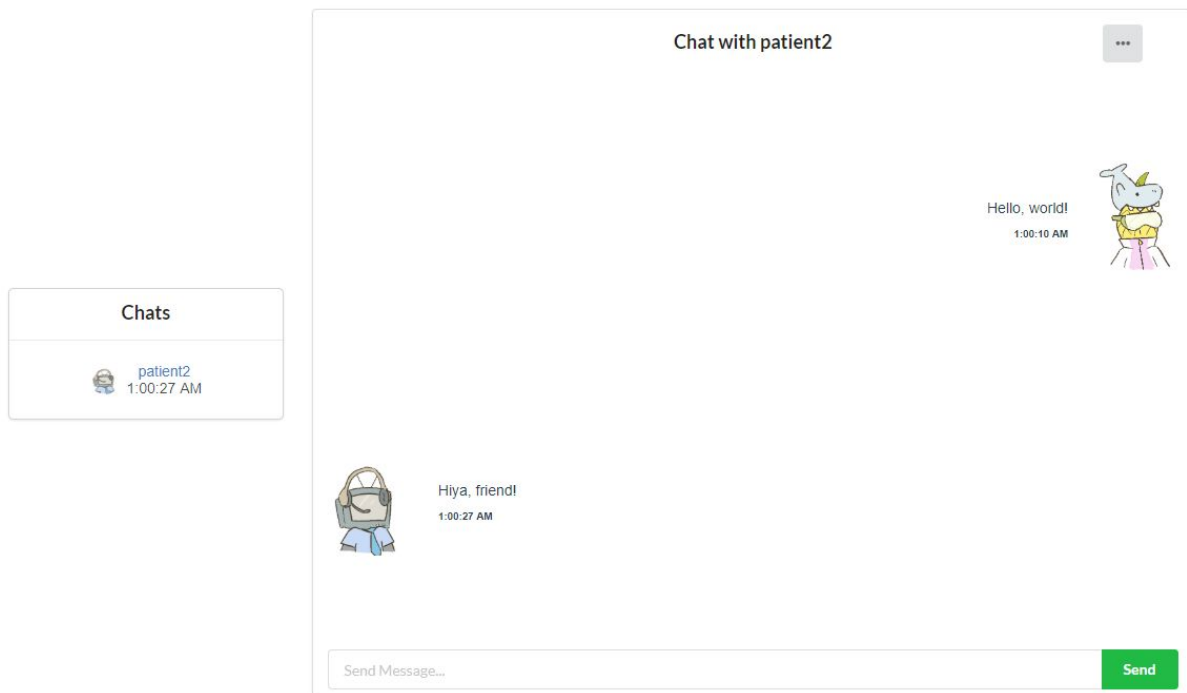


patient4
Legos

Delete Request

This tab shows the match requests that have been sent but have yet to be answered. If you realize that a match request was sent that should not have been, here you can undo the request by clicking the delete request button.

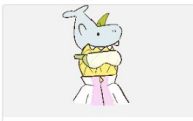
Patient Messaging



This screen is where users can message other matched users. You can select a conversation through the small chat window on the left, and then all sent and received messages with that user will appear in the log on the right. Your chats will appear on the right next to your selected avatar, and their chats will appear on the left next to their selected avatar. You can send messages using the text input at the bottom, and send by either clicking enter or the green send button. The screen will automatically update as new messages come in, so you will be able to talk in real time. Users may be reported by clicking the 3 dot menu at the top of the screen, where you can also specify a reason for the report.

Patient Preferences

Preferences


[Change Avatar](#)

Biography

I love to READ

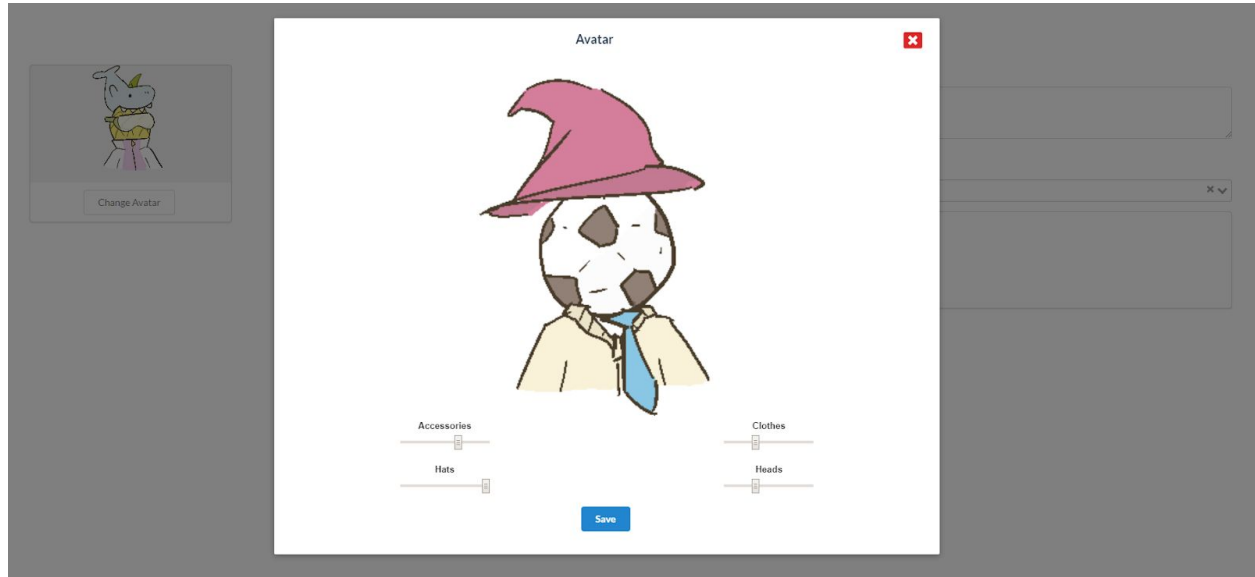
Interests

Add Interest X

legos videogames basketball

[Save](#)

This is the preferences page where users can change their biography, select their preferences, and change their avatar. The biography can be changed by typing in the textbox at the top of the screen. Interests can be added by clicking on the Add interest dropdown menu, where users will be presented with a list of interests which they can filter by typing in the prefix of the attribute they are looking for. After changing these, users can save their changes by clicking the green save button at the bottom of the screen. At the left of the screen, patients can see their avatar; this can be edited by clicking the “change avatar” button beneath the picture.



After clicking the change avatar button you will be presented with the avatar editor. Accessories, clothes, hats, and heads of the avatar can be changed by moving the slider corresponding to each element. Each change will be reflected live in the picture above. Once your favorite avatar has been created, click the save button to return to the preferences page. It is important to note that this button only saves it to the preferences page, and the green save button on the preferences page must also be clicked in order for the changes on the avatar to be saved on the server.