Tiny Tastes: User Transfer Documentation

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Document Outline

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1. Introduction

At the moment, because the Tiny Tastes application hasn't been distributed to the App Store yet, it can only be deployed by cloning the code from the Github at https://github.com/yjm607/CS408--Critter-Friends.git, opening it up with XCode, and either opening it using the simulator or by deploying it onto an iPad with an Apple Developer's License. However, the exact specifics of deploying without the App Store is beyond the scope of this documentation since this will cover the typical user case once the Tiny Tastes app has been released into the App Store.

2. Using the App

Once the user has obtained the app, the app should be very straightforward to use as it was designed with young children in mind. Launching the app will take the user to the home screen, where there will be five separate icons for the user to choose from -- Story Mode, Let's Eat, Let's Drink, Tiny Shop, and Settings. Each icon leads to a separate mode of interaction


Home Screen

Story Mode takes the user to the main part of the the story. From here, the user

follows along with the story by turning the page to progress along the story, and interacting with the story when appropriate by clicking on actions designated by the story (i.e. should Tiny cross the bridge or walk through the field).

Example Story Mode Screen

Once the user gets to the end of the story or would like to skip to the end using the skip button on the top of the screen, the user is then prompted to take a picture of the child's food. There will be a bowl-shaped cutout that will assist the user in taking a picture of the food by hinting how it will appear in the next screen when the main character is eating the food.
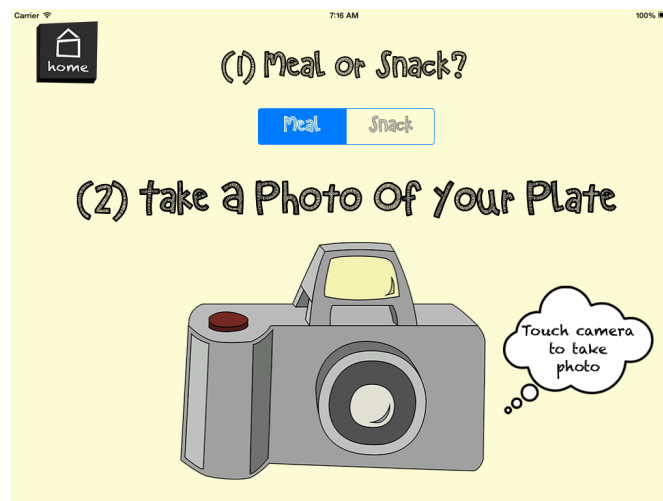

Take a Photo of Your Plate

Then, the main character will eat for the designated amount of time either set by the timer before or in the default settings in the Settings screen (to be explained below).

Once the child has finished eating, the user can select the "I'm Done" button or else if the timer runs out, the user will be prompted to select the choice that accurately represents how much of the child's meal was finished. The user is then taken to the respective feedback screen which contain varying amounts of coins received to be used in the coin shop.


Feedback Screen

The Let's Eat and Let's Drink screen skips the story part of "Story Mode" and skips directly to the end where the user is prompted for a picture of the food and the timer is put on for the child to eat or drink along with the character. For the Let's Drink screen, the user can select the type of cup to be used in the drinking animation by clicking the appropriate cup and then clicking the next arrow.
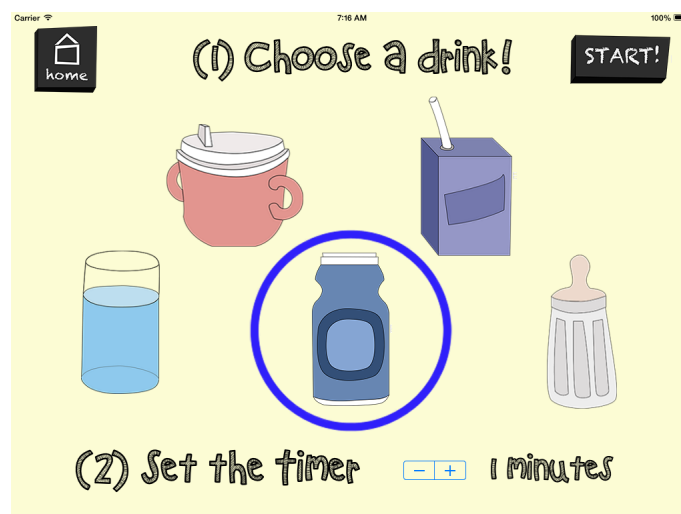
Select Your Cup

The Tiny Shop is not currently complete and will take the user to a blank screen which only displays the amount of coins the user has accumulated. In future revisions, the user will be able to exchange coins here for unlockables such as accessories for the character, alternative storylines, etc.

The Setting screen contains the different options that the user can set for the app. This includes the options for sounds to be played during the story, reminder alerts for different meal times, and the default timers for eating and drinking. The user can change each setting by clicking on the slide toggle or by selecting the time and adjusting accordingly.
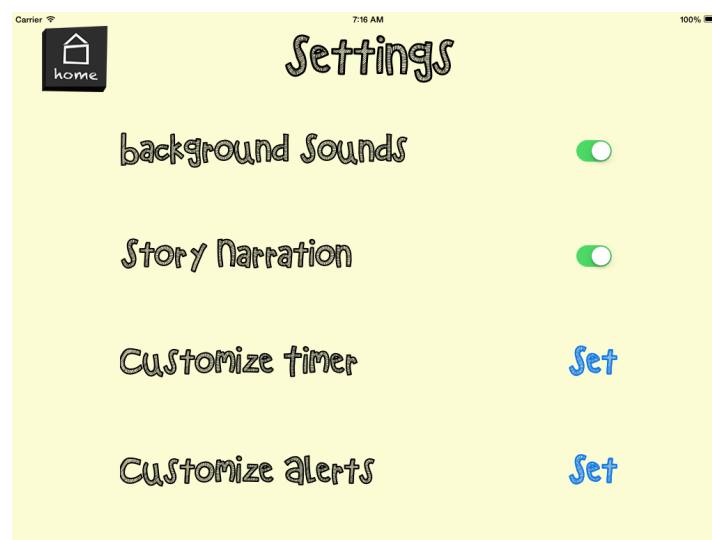
Settings Screen

3. Troubleshooting

If you run into any problems using Tiny Tastes, contact Emily Garber (Manager of Tiny Tastes app) or one of the developers with the issue you're facing:

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