Jar of JOY

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DOCUMENTATION

0. Using the application

0a. Emulator

To run the application on the Windows Phone emulator, start Visual Studio and open the Visual Studio Solution "JarOfJOYIntegrated.sln".

On the Standard Toolbar there is a green arrow that looks like a play button next to a drop down menu with the options of "Windows Phone Device" and "Windows Phone Emulator". By selecting the emulator, the computer will launch a simulator of a Windows Phone.

Alternatively, this can be accessed through the "Debug" menu and then "Start Debugging" or by simply clicking F5.

NOTE: To test the accelerometer and simulate the shaking of the phone, select the double arrow icon on the external toolbar to the top right of the emulated Windows Phone device. Once the Additional Tools window pops up, hold down on the small orange circle in the center of the simulated phone and move the circle around, simulating a shaking gesture. Once you have "shaken" the phone more than 4 times, release the orange circle and press the "Play" button in the Recorded Data box, and watch the magic happen.

0b. Deployment

The application can also be deployed onto a Windows Phone by connecting the device to the computer and registering the phone through Windows Phone Developer Registration. The computer must have Zune software installed and running while deploying to a Windows Phone Device. These tools are available to those with a DreamSpark[1] account.

0c. App Hub

This application will be available for download from the Windows Phone App Hub[2] in a few weeks after the creators are done with their finals and with optimizing some of the processes.

1. Home

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[1] https://www.dreamspark.com/default.aspx
[2] http://create.msdn.com/en-US/

1a. User interface

Once started, the app opens up to a homepage that greets the user with "Your very own Jar of JOY". On the homepage is a small introduction about the application and a quick overview of how to use the app, explaining each one of the buttons on the Application Bar.

1b. Application Bar

There are four buttons on the Application Bar at the bottom of the screen. More information about the buttons or the labels can be seen after clicking the three small white dots on the bottom right. The first button from the left with the image of a house is labeled "home" and returns to the home page, or the current page. The second button with the image of a jar is labeled "random" and will redirect to a page for the generation of a random inspirational quote from the source file. The third button with the image of a pen is labeled "create" and will bring the user to a page in which magnetic poetry can be used to input quotes to the source file. Finally, the fourth button, on the far right with the image of a question mark, is labeled "info" and brings the user to a page where there is more information about the application.

2. Random

2a. User interface

Once the user first reaches this page by clicking on the second icon labeled "random" on the Application Bar, the user is greeted by the title of "Inspire me!" The instructions on the page are to "Shake it up for a random quote", prompting the user to shake the phone at least four times to allow a quote to pop up in the center of the screen.

3. Create

3a. User interface

When the user opens up this page by clicking on the third "create" icon, they will see a screen split up into four major sections. The top white text bar has the words "Your quote will appear here". Underneath is the target area, a lavender framed black box with the text "Click the tiles and tap here to append it to the quote". In the bottom half of the screen is a 3x6 array of lavender rectangles with words in them. On the very bottom is a bar with an arrow pointing to the left and to the right[1] with the current page number of ten in the middle.

3b. Switching the tile page

The user will begin on the alphabetically first 18 tiles. Clicking the right button on any page other than the last will bring the user to the next group of words alphabetically. And clicking the left button on any page other than the first will bring the user to the previous group of words alphabetically.

3c. Tapping and dropping the tiles to create quotes

To add a word to their composition, the user can simply touch the Tile containing their desired word and then tap the target area to drop it (lavender framed black box). When the user is satisfied with the word they moved to the target area, they can append the word to their original composition by

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[1] Depending on which page the user is currently on – the left arrow does not appear on page 1 and the right arrow does appear on page 10

tapping the check mark to the right of the target area. To remove the word from the target area, the "x" icon can be touched instead. The "x" icon can also be used to remove the last word added to the user created quote when there are no tiles in the target area.

3d. Clearing your work
Tapping the three white dots on the bottom right hand corner on the Application Bar exposes the menu, with the option called "clear" to clear the string of words that has been recently created. This will delete all of the words in the user's current composition.

3e. Saving your work
The other option exposed by tapping the three white dots on the bottom right hand corner is "save", the option of saving the text string that was just created. This will take the quote or poem that was inputted and send it to the source list of quotes. The next time the user goes to "random", they will have the ability to access the quote they generated (randomly).

4. Info

4a. User interface
After clicking on the "info" icon on the far right of the Application Bar, the user will be directed to the Info page, which gives some insight to the creators and the inspiration behind the application. This page also includes contact information for the creators, should the user have any specific comments or questions.

4b. Help
By clicking the three dots at the bottom right hand corner of the screen, the user can access a menu that links to two instructional help pages, one to learn "More about RANDOM" and the other to learn "More about CREATE"