

User Manual

A short user guide with information about the application and the installation process.

1. Ready For A Pet? – Application description

Longing for a best friend in a pet is very common by younger people. It is, on the other hand, more difficult for our small fellows to understand the extent of the responsibility that follows with owning a pet. Therefore, ReadyForAPet is an application made to simulate the users' capability of taking care of an own pet. The application is a great way to highlight the responsibility required of a pet-owner.

1.1 Features

To fulfill the purpose of the application there has been set up several features, both to make the application close to reality and also to make it exciting and fun to play. Some of the activities are connected to the mood of the pet while others just are there to improve the user experience.

- The user is able to create a pet
- The user is able to name the pet
- The user is able to see how old the pet is
- The user is able to feed the pet
- The user is able play with the pet
- The user is able insert an own photography of her/his favourite dog in the activity play
- The user is able take a walk with the pet
- The user is able see the distance in real time updates from the walk
- The user is able to make the pet sleep
- The user is able turn the background music on/off
- The user is able continue the latest game when returning to the application
- The user is able to remove the pet and create a new one

1.2 Version

The application is improved continuously with new functionalities added. These improvements are released continuously. It is strongly recommended to keep up with the releases to always get the latest functionalities.

The latest version is: ReadyForAPetv.2.0

Improvements:

- Improved user interface – new animations added
- Added features – to walk your dog, to play with your dog and make your dog sleep
- Added functionality – usage of GPS transmitter and camera
- Fixed bugs

2. Get started

Follow this guide to get started.

2.1 Dependencies

- Android API-level
 - Minimum: 10
 - Maximum: 17
- Camera
- GPS
- Free memory space: 5.2MB

2.2 Download the application

Instructions for downloading the application are presented below.

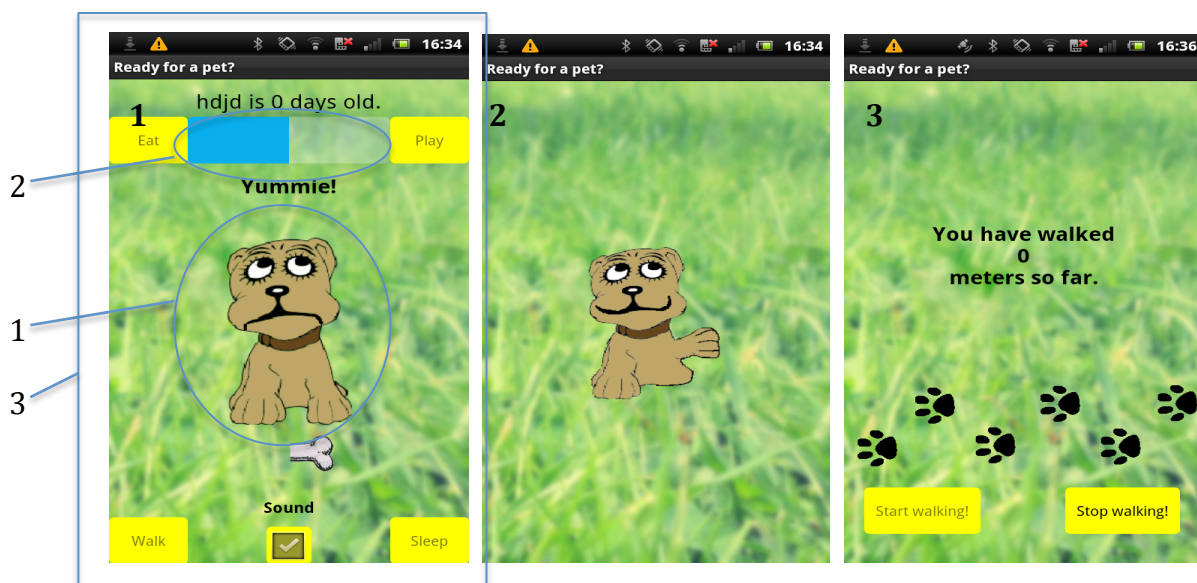
1. Open the website on your computer:
<https://github.com/sofiase/ReadyForAPet/tree/master/dist/>
2. Go into the latest folder and download the file: ReadyForAPet.apk
3. Connect your mobile device to you computer and drag the downloaded file into your library.
4. Open “My file” on your Android device and click on the application Ready for a pet?
5. Click on install.
6. You are now ready to create your first pet – Enjoy!

3. Other information

The developers of this application disclaim all responsibility regarding the user’s actual ability of taking care of a pet. This applies especially when the user gets inspired by the application to by a real pet.

4. Application specification

An application specification is setup to help the user to understand the different views and activities.



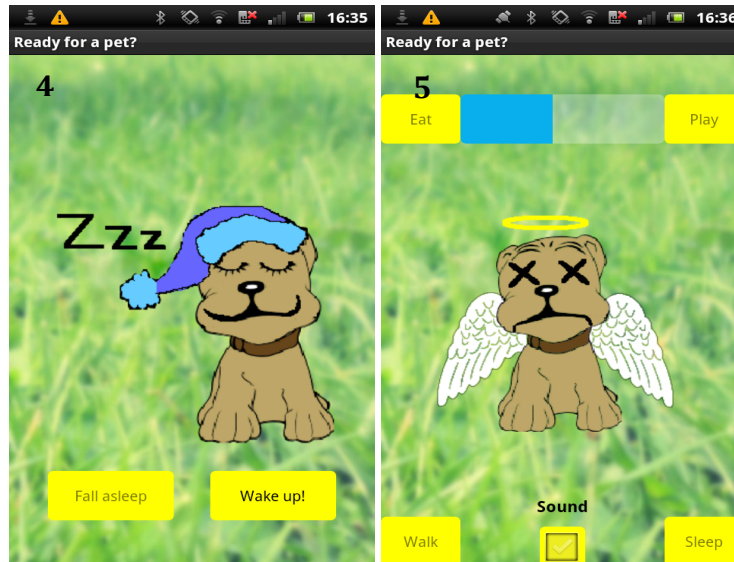


Image 1

1. Your pet

This is your new fellow! Make him/her satisfied by doing the main activities continuously. If you manage to keep him in a good mood, he will live a long and happy life. Hint, look at the facial expression to understand the pet's mood.

2. Mood bar

The mood bar illustrates your pet's level of happiness. Try to keep the mood on a high level, which means that your pet is happy.

3. Eat

The pet needs to be fed to survive. You have to be patient and let him eat in his own pace. But be careful, if you eat too much without walking with your pet he will poop.

Image 2 - Play

The pet needs to have fun and it loves to take some moves on the dance floor. You are also able to use the camera to insert an own photo within the activity.

Image 3 - Walk

Your pet will have to take a walk to pee and poop outdoors. The longer you walk the happier will your pet be. On the screen you have a real-time update of the distance that you have walked.

Image 4 - Sleep

In order to survive the pet need to sleep. You can choose for how long it should sleep by clicking on the buttons in the sleep-view.

Image 5 - Dead

When the dog is dead, which happens if you have not fed it or walked with it for two days, it gets an angel appearance and flies away.