AR WeThereYet

User Manual

App Version 1.0
April 2020

System Requirements

AR We There Yet? Is an application only available to Android devices and requires the OS version to be Android Pie (9.0) or higher, and have OpenGL ES 3.0 or higher and Google Play Services for AR installed (i.e. device that is ARCore supported).

Installation

To install the application AR We There Yet?, go to Google Play, search and download it onto your Android device.

The app icon looks as follows:

Using the App
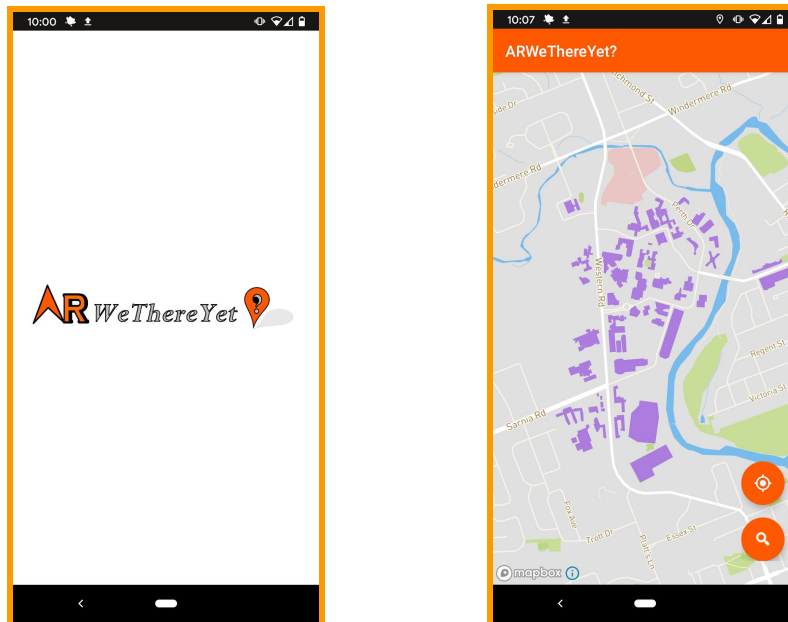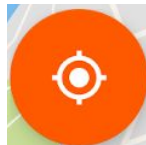
Basic Features Guide
Open the App and Map View

When you first open the app you will be directed to the landing page while the application loads. After a few seconds, the landing page will disappear and the home page of the application will appear.

On this home page you can view your current location, indicated by the circular blue icon, as well as interact with the map by zooming in/out and moving the map.

- To zoom in simply place **two fingers on the screen and pull them apart**.
- To zoom out, replicate a pinching motion by **bringing the two fingers together**.
- To move the map **drag your finger** along the screen in the desired direction.
- To recenter the map view to your current location **select the recenter button**.
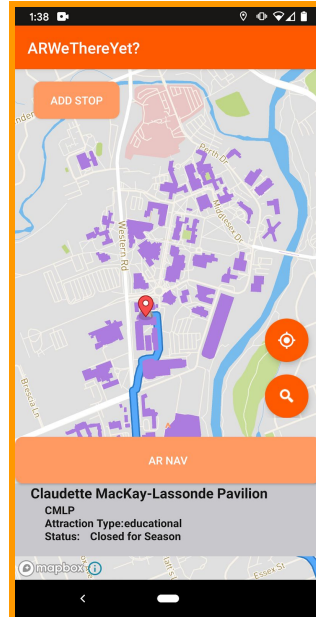
Query Attraction

When you want to go somewhere, or if you want details on an attraction, you need to search for it. There are two primary ways of searching for attractions: clicking one of the attraction shapes on the map, and via a search input bar.

1) **Clicking an Attraction on the Map**

   Select an attraction by simply *tapping on the shape.* Any spot within the bounds of the shape outline can be clicked.

   An attraction marker will indicate what was selected and a popup window, showing the partial details of the attraction, specifically its name, and a button to begin AR Navigation, should appear at the bottom of the screen.
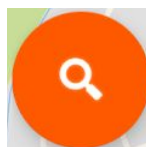
   To see additional details such as its code, type, and status, *swipe up on the popup window (i.e. press the window and drag your finger upwards)*.

   If you click a spot anywhere outside of any attraction bounds the popup window will disappear and you will be prompted to click a valid spot.

2) **Search Input Bar**

   From the map view and home page, select the *search button,* on the lower right hand side.
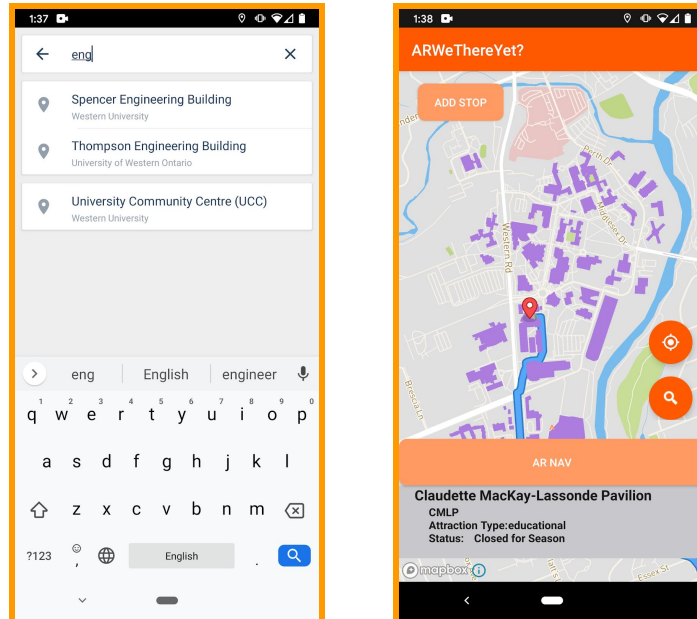
A secondary page should open with a search bar at the top.
Type in the name of the desired attraction.
As you type suggestions will come up directly beneath it based on your input.
Select one of the suggestions.

You will now be redirected back to the map view and home page. An attraction marker will indicate what was selected and a popup window, showing the partial details of the attraction, specifically its name, and a button to begin AR Navigation, should appear at the bottom of the screen.
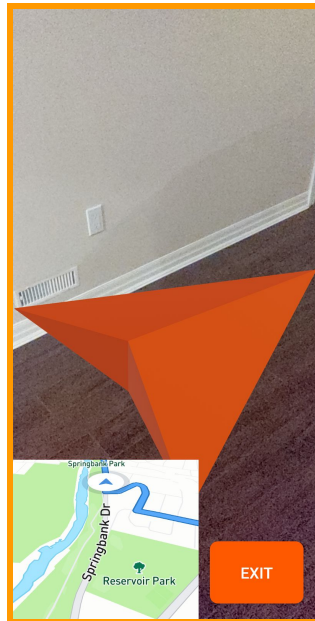
To see additional details such as its code, type, and status, *swipe up on the popup window (i.e. press the window and drag your finger upwards)*.

AR Navigation

Once you have selected an attraction or created a multi-stop route, you can then be guided and given live turn by turn directions to the attraction(s) via an AR Navigation session.

Select the AR NAV button in the popup window at the bottom to begin a session based on your attraction(s).

You will be redirected to the AR page which will open your *front view camera and overlay the AR arrow* in front of your view. The arrow points in the direction you should head in throughout the navigation and updates when it's time to turn. In the bottom left corner is a small map view of the current navigation progress.
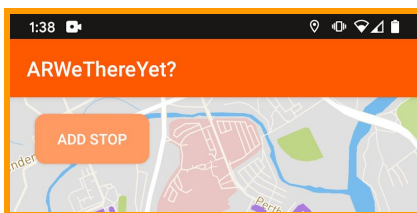
Follow the arrow. When you have arrived at your destination, or if you decide to exit navigation early, simply ***select the Exit button*** on the bottom right to return to the home page and map view.

Advanced Features Guide

Build Multiple Stop Route

You can add and remove multiple attractions to a route so that you are guided to more than one destination during your navigation. To do so:
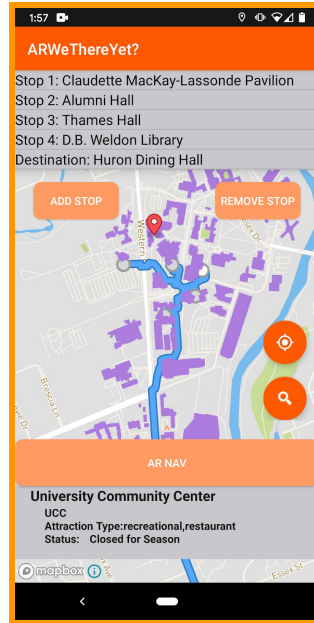
1) Select the first attraction as done in ***Query Attraction***,
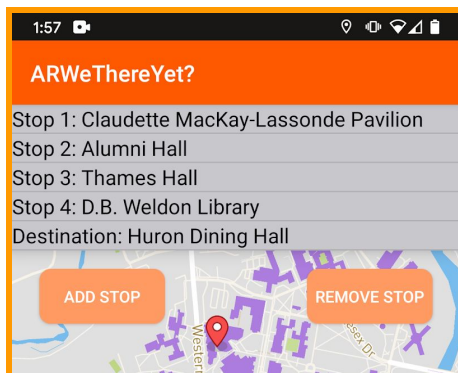2) You will then see a button appear in the top left asking to ***add stop***.

Select it.
The first destination will be added to a numbered list of stops on the top of the app.

3) Now select another attraction, as done in Query Attraction, and select add stop again to add it to the route and list. The last item on the list and your last stop in the route is labeled as ***destination***.

__**You can add as many destinations as you wish to include in your route, by repeating step 3).**__

4) If you have made a mistake and want to remove the most recently added attraction, then **select the remove stop button** to the right hand side of the screen. This remove button appears when you have added at least one attraction to the list of stops.
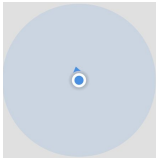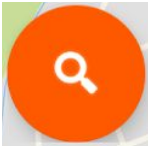
Icons List

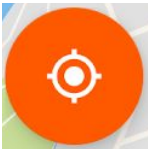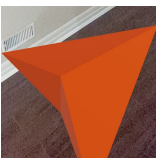|		
	Attraction Marker	- Indicates the selected attraction
	Location Tracker	- Indicates your current location
	Search Button	- Goes to a search bar that allows you to type in the name of an attraction
	Recenter Button	- Realigns your map view so your current location is at the center
	Attractions	- Outline of the attractions is represented by purple polygonal shapes. Clickable.
	Navigation Arrow	- Guides you throughout navigation, indicating which direction you should be facing and which way to turn. Non-clickable.