Spyke (Babel Project) - User's Guide

La Pintade

5 October 2015 - 8 November 2015

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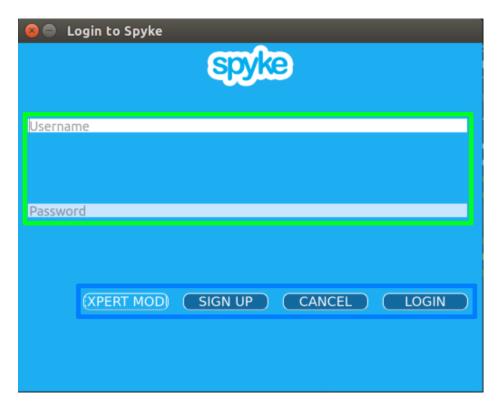
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1 About

This document is a documentation for Users about Spyke. Spyke is a software developed by the La Pintade team. The team developed a Skype-like product in a month for the Epitech's Babel project.

This guide provides you a complete explanation over the Spyke program. However, if you want to go further and ask questions, please email us at info@spyke.com

2 Sign in



You just launched Spyke! This is the Login window.

In green, you can see the usual fields: Username and Password.

In blue, there are 4 buttons:

Login: to validate your username / password. This opens the Home window.

Cancel: to cancel your login. This closes Spyke.

Sign Up: to register to Spyke. This opens the Signup window.

Expert Mode: this allows you to chose the ip of the server you want to connect to. (Warning! This is for expert, if you accidently changed the default value, just relaunch the program.)

3 Signup



This is the Signup window. You are here because you want to register to Spyke.

In red, you have a dropdown menu to chose between 8 avatars.

In green, the same fields that the Login window + the confirm password field.

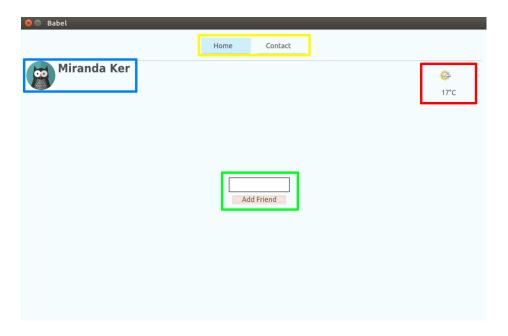
In blue, there are 3 buttons:

Login: to login to Spyke. This opens the Home window.

Cancel: to cancel registering. This closes Spyke.

Expert Mode: this allows you to chose the ip of the server you want to connect to. (Warning! This is for expert, if you accidently changed the default value, just relaunch the program.)

4 Home



This is the Home window. You are now logged into Spyke!

In blue, you have your Avatar and your login (chosen on signup).

In green, you have the field to add a contact: you can type here the login of the friend you want to add.

In red, you have the meteo of your city. (Go outside take some fresh air !)

Finally in yellow, you have 2 buttons to switch to the Contact window or the Home window.

5 Contact

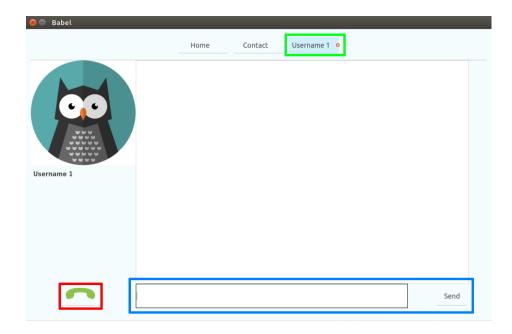


This is the Contact window.

In this window, you can see every contact that you have.

In red, this is a button to access the Call window. You can have a Call window for every contact you have.

6 Call



This is the Call window.

In red, this is the button to Call your friend.

In blue, this is the field to chat with your contact. You can type your message and click on Send to send it.

In green, a new button appeared. This is the button to access the call window with your friend.