



RUN CHALLENGE APP

USER GUIDE

VERSION 1.0.2

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Introduction and Purpose

Running has been one of the most widely practiced exercise in the world. Some people want to challenge themselves further and improve their running skill by timing themselves. However, not many people have the time to assist timing the run and measure the distance, even if you are an athlete. This is where the Run Challenge App comes into play.

Run Challenge App is an app designed by Team 164 requested by Osnean Institute of Sports (OIS). Run Challenge App provides an easy and convenient way for the user to calculate distance and time throughout the entire run. The entire run path is then saved and can be attempted again if necessary making it unnecessary for any human help. User will be guided step-by-step to avoid any sort of confusion or danger elements involved in the usage of the app. It is mainly made for athletes, but is also applicable for any fit user who wants to challenge themselves.

Team 164 is very grateful to all users and readers for giving Run Challenge App a try.

App Features

You should briefly discuss the application features and supported platforms

Basic Requirements

To run the app, user needs the following device:

- Touchscreen smartphone with inbuilt GPS sensor
- Working web browser
- Online Internet Service

Supported Platforms

It is recommended for user to use a working smartphone with at least 2 GB of RAM along with 2.3GHz processor to prevent slow responses or random crashes. Keep in mind there will be high depletion of battery due to usage of GPS. The app has been tested and works perfectly fine on these operating systems:

- Apple
- Windows
- Android

It is not recommended to be used on any other operating systems and should be used at user's own risk.

Supported Web Browsers

The recommended browser would be **Google Chrome** as the app is built around it. However, the app works perfectly fine on **Safari** and **Internet** (inbuilt Android browser). Make sure the browsers are updated to the latest version for a smooth experience. Any other browser should be used at user's own risk.

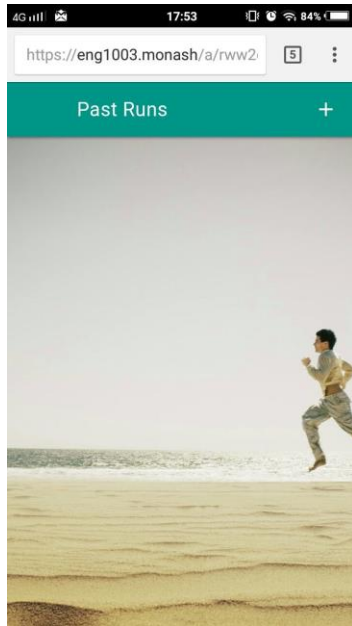
App Features

Run Challenge App contain many features, starting from generating a random location to picking your favourite location. Below are listed features which are available in the app.

- **Generating Random Location**
 - Allows user to generate a random location ranging between 60 to 150 meters from the user's location by tapping the Gen Dest button (Tap again if location is not favourable).
- **Selecting a Location**
 - Allows user to select location anywhere based on preference and it must be further than 10 meters from the user's location. Generated by tapping the Select Location button and tapping the preferred location on the map.
- **Tracked User Path**
 - When user begin his run, trails will be left behind in the map showing the specific route that the user took during the specific run.
- **Saving and Naming a Run**
 - Allows user to save a specific run after a run is finished with the desired names for easy access.
 - Saved Runs can be accessed again to be reattempted if necessary.
- **User-Friendly Interface**
 - Flags and Human sticker is used to determine the user location and destination to be spotted easily.
- **Reattempting or deleting run**
 - Allow user to reattempt whichever run according to their interest. If they are unsatisfied with the previous run result, they can choose to delete the run too.
- **Treasure**
 - Treasure icon will be randomly generated on the map for each run. User can choose to run to the treasure location (within 30m) to collect the treasures. Treasure collected will be recorded and details can be view from each past run. Rewards or points will be awarded for each treasure milestones (will be developed in the future)

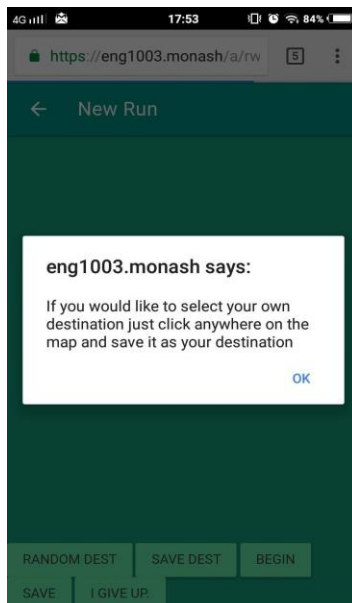
Instructions for Use

1.



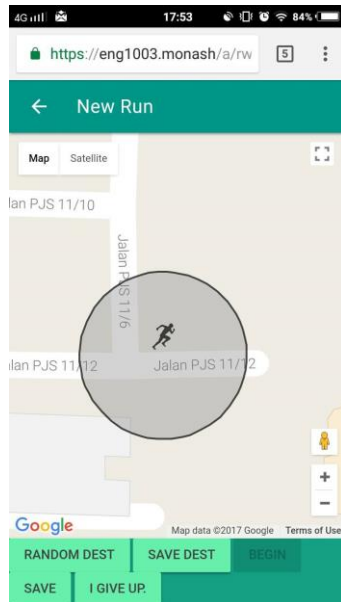
When the user first clicked on the html file or app icon, the user will be redirected to this screen to show list of past runs. From here, user can either choose to start a new run or to select on from the list of past runs.

2.



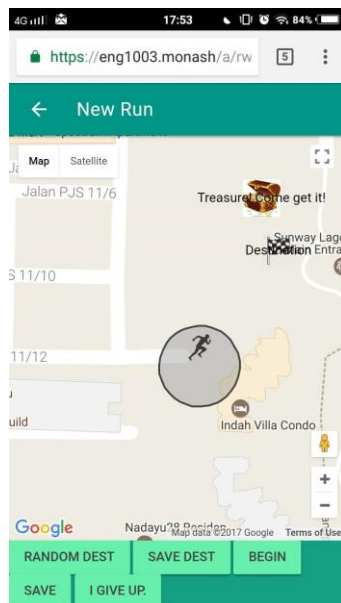
If the user wants to start a new run just press the plus button on the top right corner, and there will be a pop up message, telling you if you want to select your own destination on the map, just click on the map directly.

3.



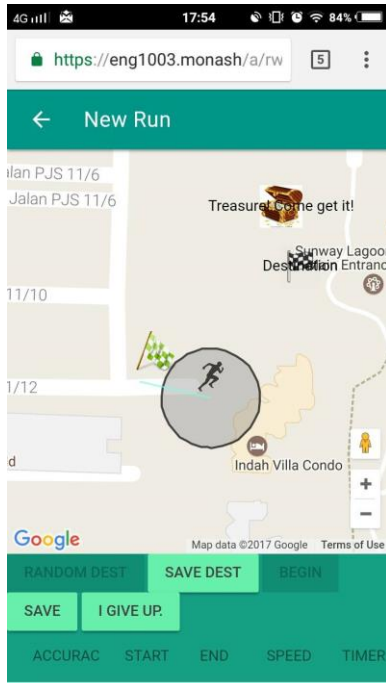
Once you close the pop out, you will be redirected to a new page which consists of map and buttons. The map will show your current location and the black circle indicates your position accuracy. This will be based on how strong is your internet connection or your location signal.

4.



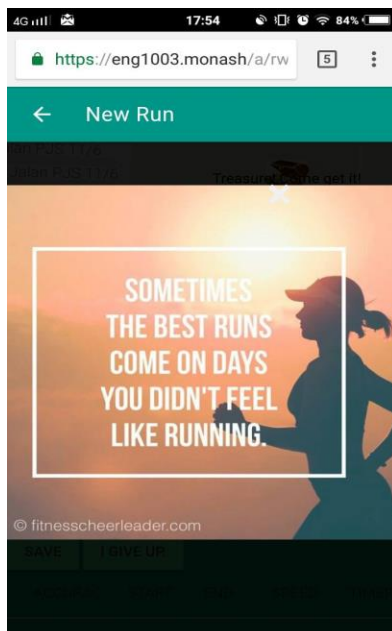
Either the user generates a random destination on the map, or selecting their own destination, there will be a finishing black and white flag will pop up in the map as a marker, showing your destination. Besides, there is also a treasure icon appearing randomly on the map, this is the treasure feature exclusively on our running app, where user can run to the location (within 30m) to collect the treasure.

5.



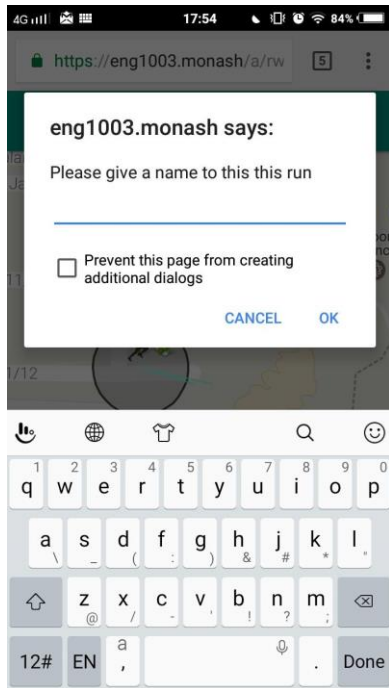
Once user is ready, the user can click on the *Begin Run* button. A green flag will pop up at the starting point. While the user is running towards the destination, the small black stickman will leave a blue trail behind while it is moving. This shows the exact path the user had ran through. The user can also navigate through tabs below to check on their run details such as accuracy, distance from starting point, distance from ending point, speed, and timer.

6.



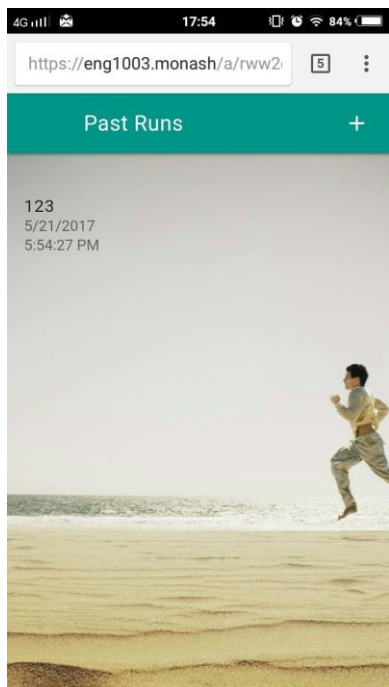
If the user is exhausted and pressed the “*I Give Up*” button, a motivational picture or quote will be generated and shown on the screen, asking the user to not giving up. Once the image is closed, the run is resumed

7.

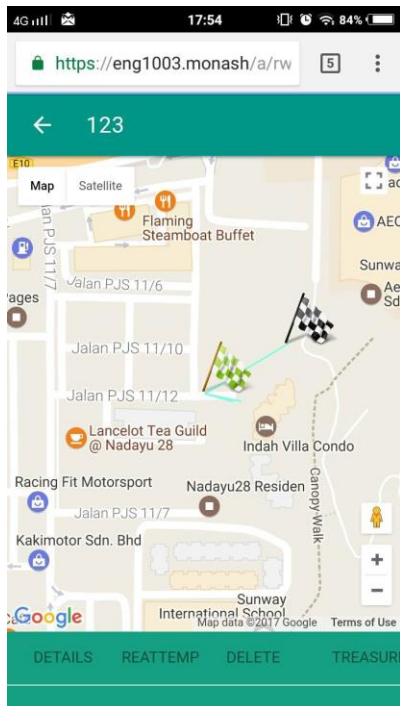


Once the user reach the destination, the user can press on the save button, and the screen will show these pop up message. Kindly key in a name to the run.

8.

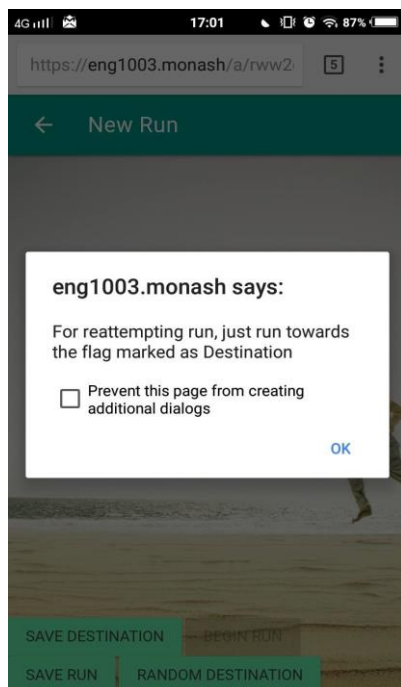


The page will be redirected to the past run page to show a list of the user's previous runs.



In the view run page, user can navigate through multiple tabs. The tabs include run details, reattempt option, delete option and treasure detail for that specific run only

10.



If the user wants to reattempt run, the user just need to run towards the flag marked as destination after closing this pop up shown on the screen

Known Bugs or Limitations

(i) App running

- Since the app are still in the stage of development and improving, the app may encounter several lag and crash issues. It is advisable that user ensure everything is loaded before proceeding to the following step to avoid the app from crashing.

(ii) Map Orientation

-While using the running app, the user will need to have a good sense of direction. This is because the running app is not coded to be able to rotate the map while user making a sharp turn. The map will remain as its original orientation, unlike the GPS navigation app which can be found easily today.

(iii) Random destination

-The destinations generated by the app are sometimes unreachable. The route to the destination maybe blocked by certain obstacles or trees, causing user unable to reach their destination.

(iv) GPS is always too inaccurate

-Some mobile devices with poor GPS reception or faulty GPS sensors would not be able to run this app properly and efficiently.