

User Manual: Authoring App Version

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EECS 2311 - Software Development Project

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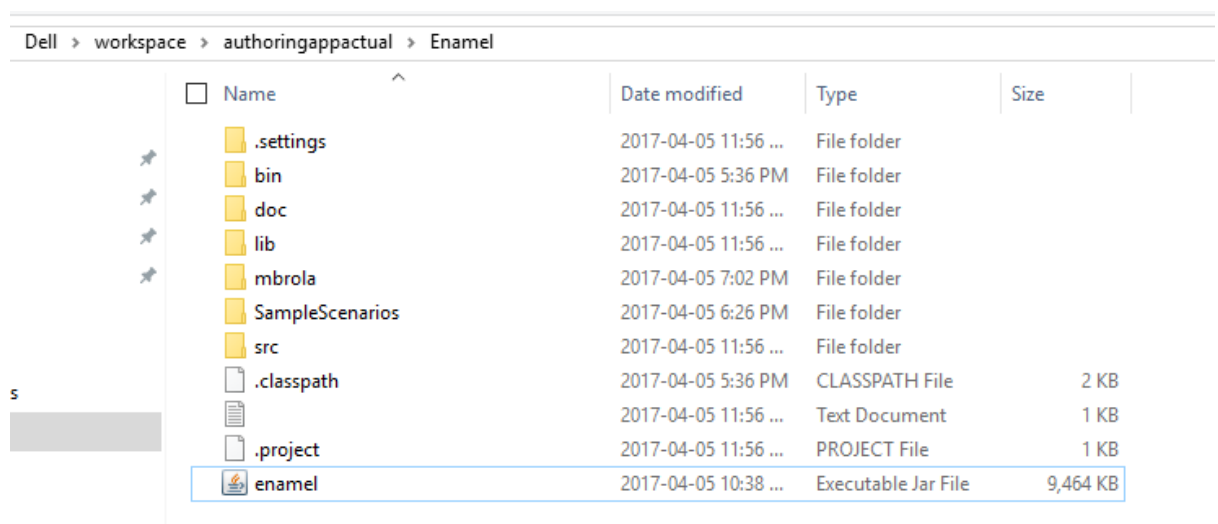
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1. Introduction:

This user manual is to provide instructions on how to install the program as well as use the features of the program. The goal of the user manual is to provide easy instructions so that the user can create and edit scenario files without any complications.

2. Installation Guide:

The jar file that executes the authoring app program is called “enamel”. To run this jar file, move it to the Enamel folder of the project. The image below shows how the Enamel folder should look:



Dell > workspace > authoringappactual > Enamel

<input type="checkbox"/> Name	Date modified	Type	Size
.settings	2017-04-05 11:56 ...	File folder	
bin	2017-04-05 5:36 PM	File folder	
doc	2017-04-05 11:56 ...	File folder	
lib	2017-04-05 11:56 ...	File folder	
mbrola	2017-04-05 7:02 PM	File folder	
SampleScenarios	2017-04-05 6:26 PM	File folder	
src	2017-04-05 11:56 ...	File folder	
.classpath	2017-04-05 5:36 PM	CLASSPATH File	2 KB
	2017-04-05 11:56 ...	Text Document	1 KB
.project	2017-04-05 11:56 ...	PROJECT File	1 KB
enamel	2017-04-05 10:38 ...	Executable Jar File	9,464 KB

Figure 1: Correct location of Jar file for authoring app program called “enamel”.

Once the jar file has been moved to this location, then the user can run the jar file and the program will function correctly.

3. Getting-Started:

This is the first view when you run the jar file:

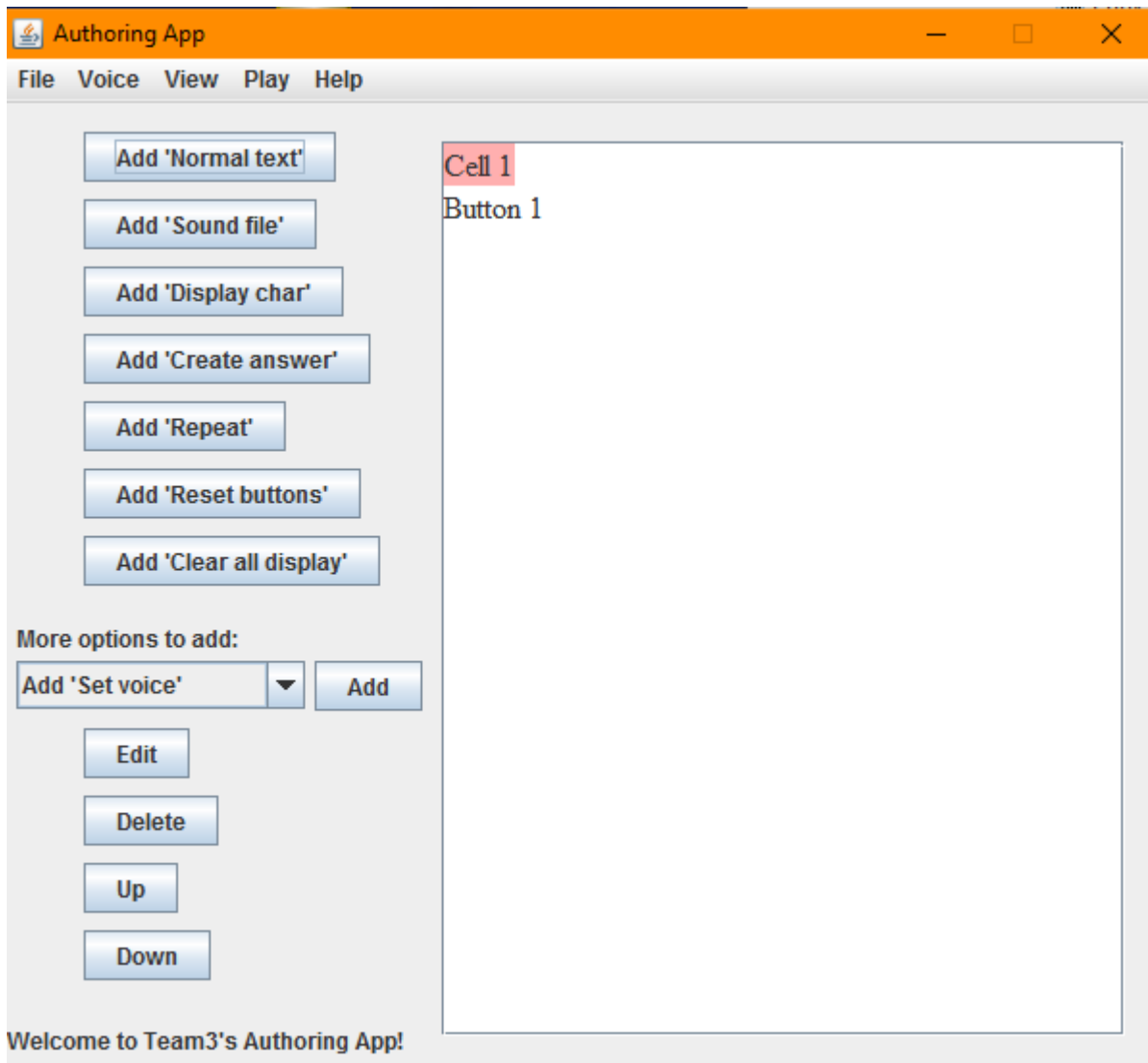


Figure 2: The view when you first run the enamel jar file or create a new scenario file.

In addition, if you were to press the menu options File → New and click yes when prompted to discard unsaved work, you will see the above image again:

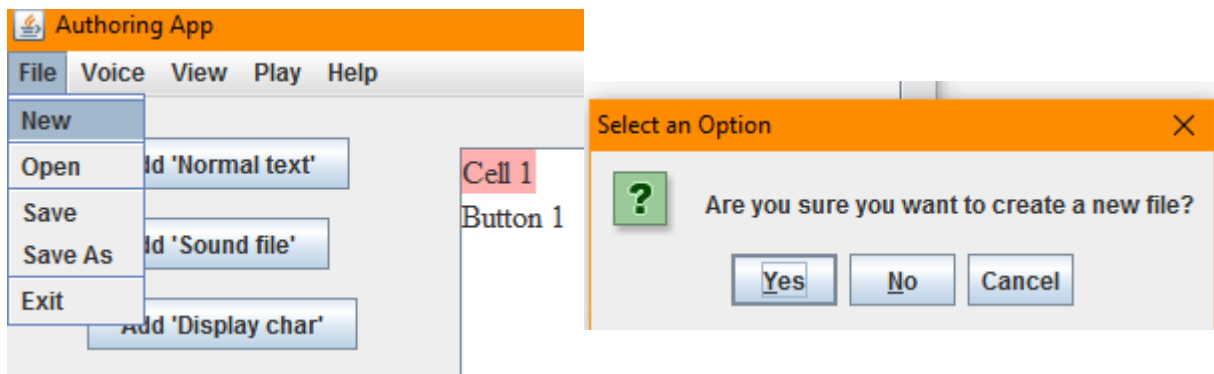


Figure 3: The process of creating a new scenario file.

Also under the file menu option, if you click on Open then it prompts you to confirm that any unsaved changes will be discarded. After clicking yes, then it brings up a file chooser where you can open an existing scenario file:

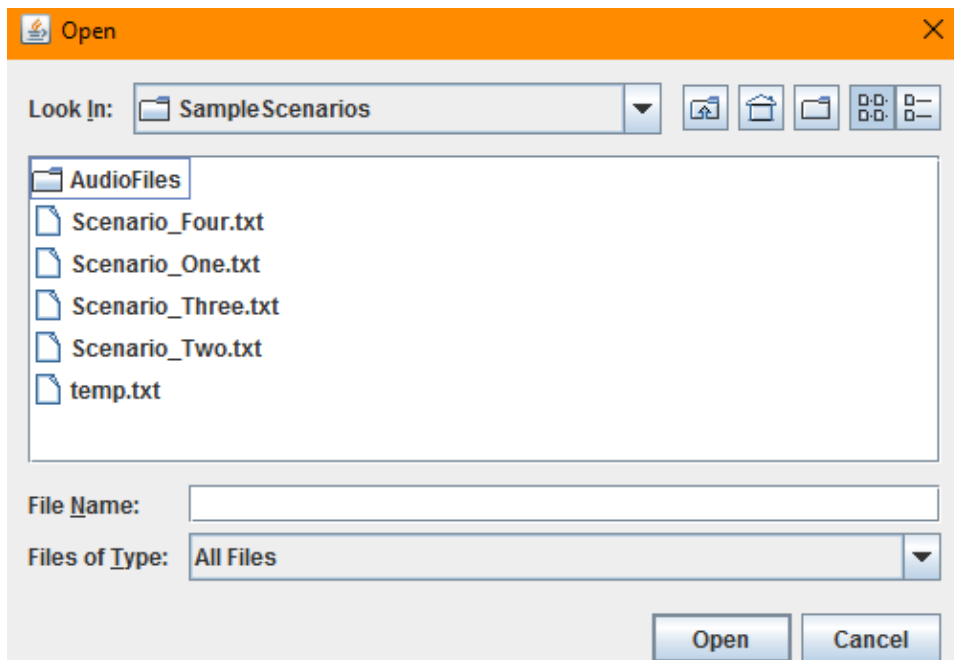


Figure 4: Going to a directory to open an existing scenario file.

After choosing an existing well formatted scenario file (Scenario_Two.txt in this case) then it will bring you back to the main menu where you can see the first part of the scenario file in the text area:

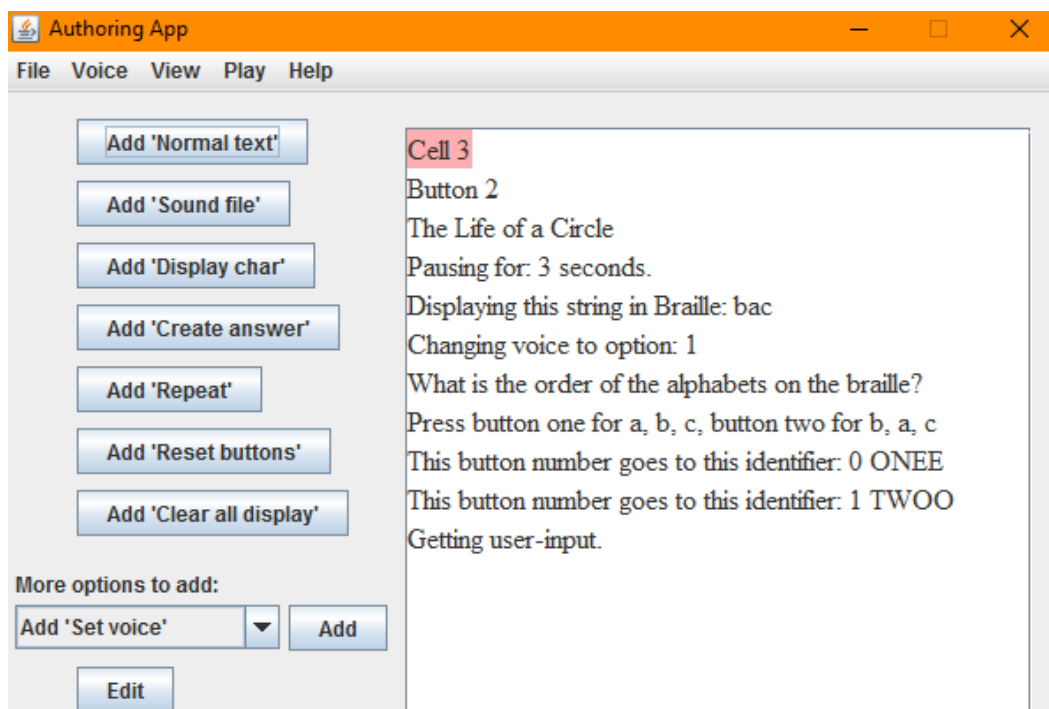


Figure 5: The view of opening Scenario_Two.txt.

The current view on the text area is just the first section of the scenario file, also known as the root node. By pressing on the view menu option and then clicking on map (View → Map), it will bring up a map of all of the sections for that scenario file, separated by questions and answers to those questions:

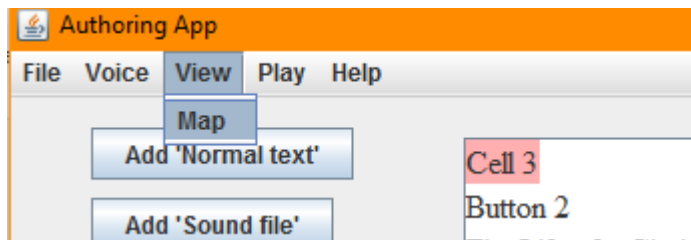


Figure 6: Pressing on the view menu item, and then map.

Once the map window appears, the user can get a better understanding about the different sections of the scenario file, and how they interact and are connected. The user can then have the option of clicking on one of the map buttons, to view the content of another section.

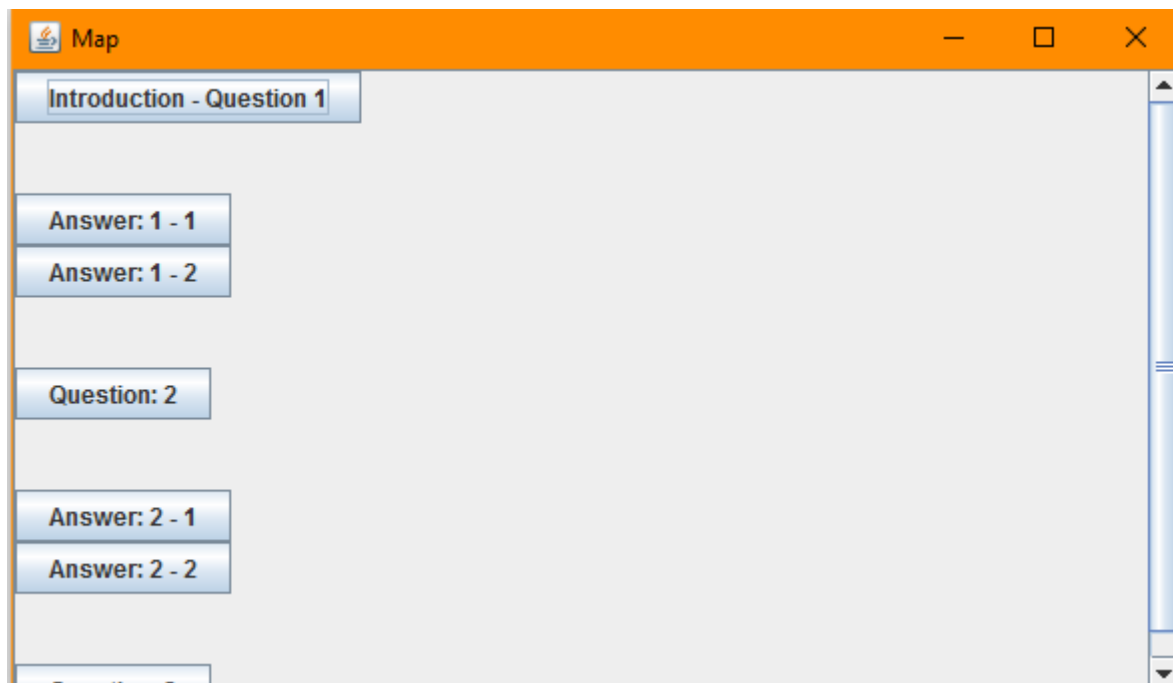


Figure 7: Map of the scenario file.

In this case, the button chosen was “Answer 1-2”, but the content of that section appears differently as it is based on how the scenario file was formed.

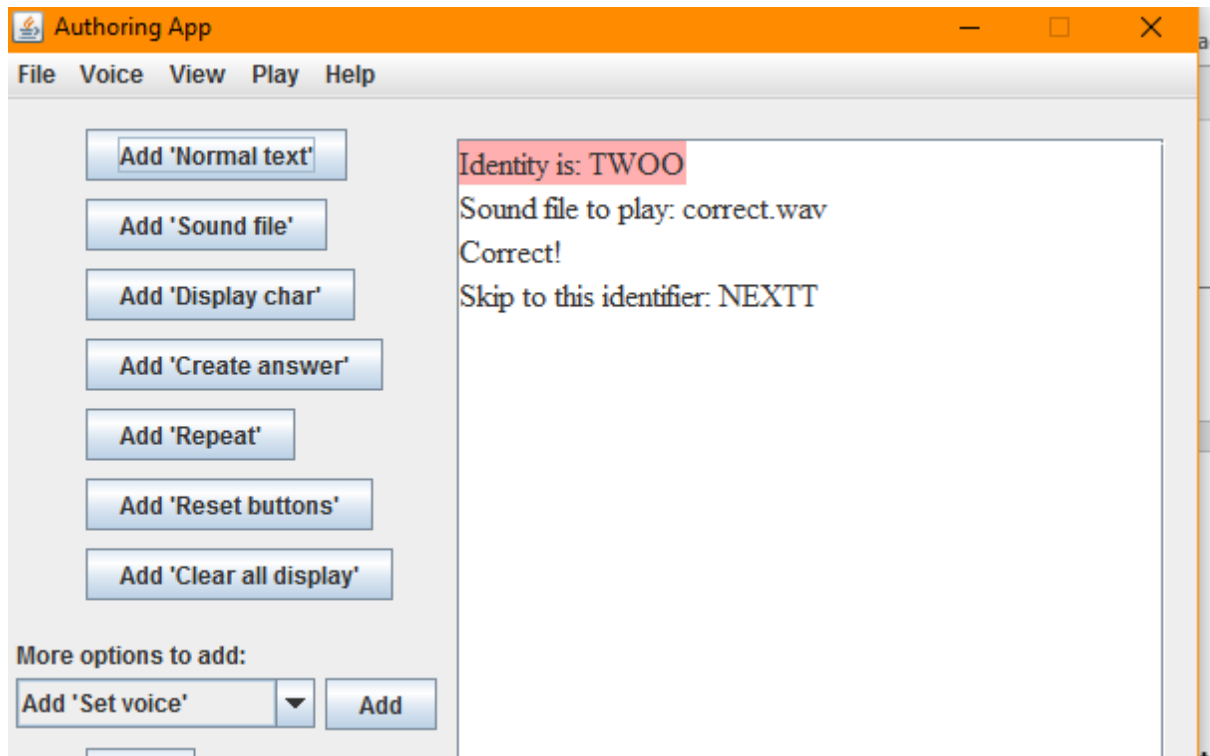


Figure 8: The information being displayed for “Answer 1-2”.

4 Common Usage Scenarios:

This section provides some common uses and how it affects the program. As you can see, you have the option of going through different lines of the scenario file, using the up and down buttons near the end of the frame:

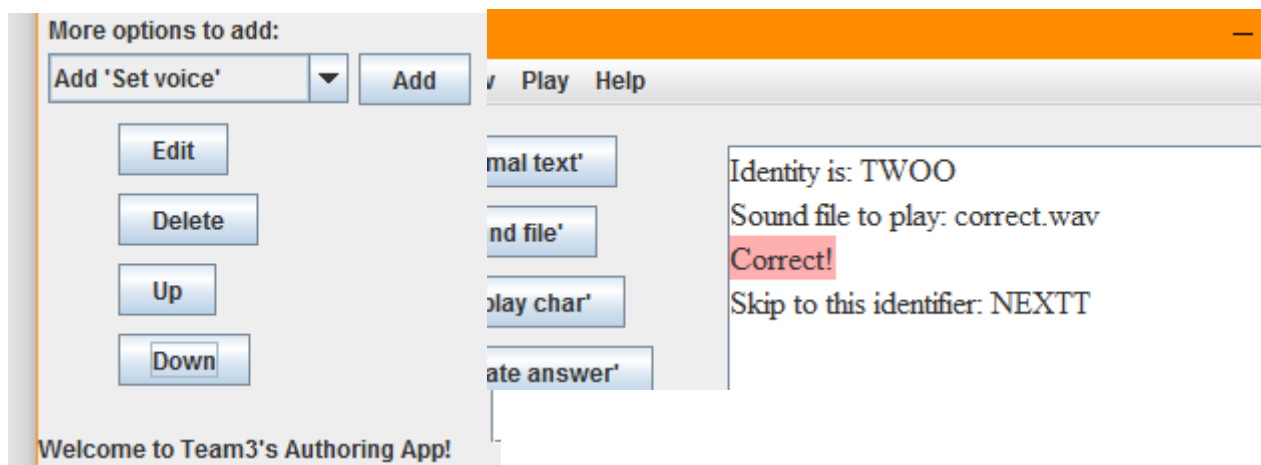


Figure 9: By pressing the “down” button multiple times, the highlighter moved to that position.

Then if you wanted to edit the scenario file by adding more text to be read by the text to speech, then you would press the “add normal text button” and then enter whatever you want the text to speech to say. Afterwards, you would choose whether you want to enter it before or after the highlighted text and then it will appear as so:

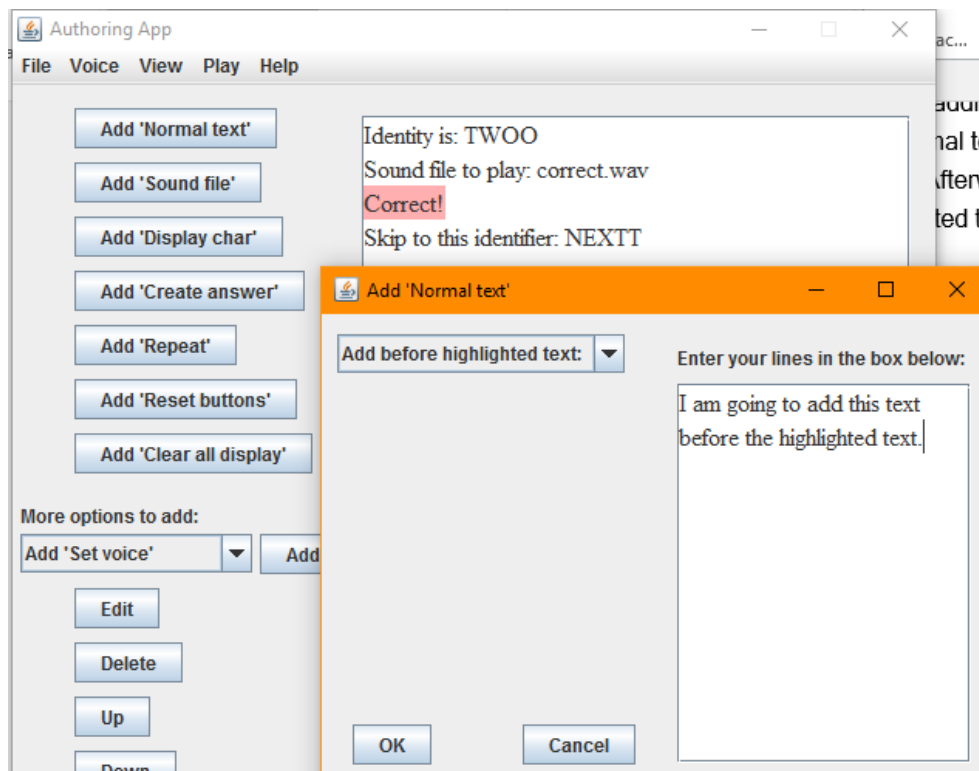


Figure 10: Adding additional text before the highlighted line in the text area.

After pressing the ok button, the text now appears before the highlighted text, and the highlighted text cursor moves accordingly.

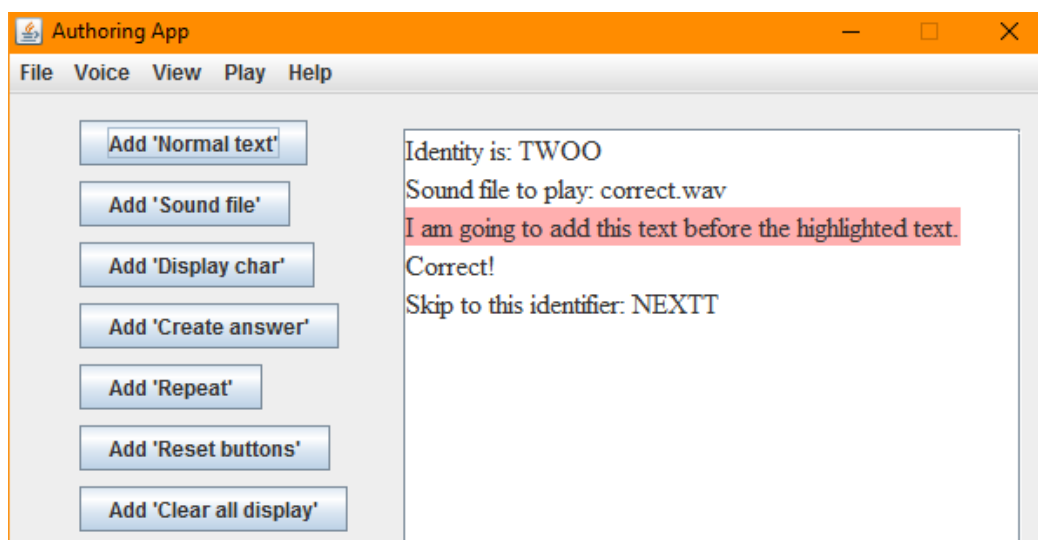


Figure 11: Successful addition of text.

After, you can save the newly edited scenario file, or click on the Play menu option and then play now (Play → Play now) to save it to a temporary file called temp.txt, where you can then try out the scenario file using the ToyAuthoring class in the Enamel/src directory.