



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

User Manual document

Brute Force

October 12, 2019

Stakeholder Names:

Thomas Honiball
Thabo Ntsoane
Mpho Mashaba
Munyadziwa Tshisimba
Bandile Dlamini

Student No:

15348751
15107532
14309999
11034531
14402425

Name of Application : NAVIGATOR

Contents

1 General information	3
1.1 System Overview	3
1.2 Organization Of The Manual	3
2 System Configuration	4
2.1 Installation	4
2.2 User Access Levels	4
3 Getting started	4
3.1 Accessing the system	4
3.2 Walkthrough	5
4 Troubleshooting	19

1 General information

1.1 System Overview

Indoor Mall Navigation is a fully interactive mall guide App which allows users to easily find shops in a mall, Provide a list of specials based on users location and enable users to add items to a shopping cart to purchase and have them delivered.

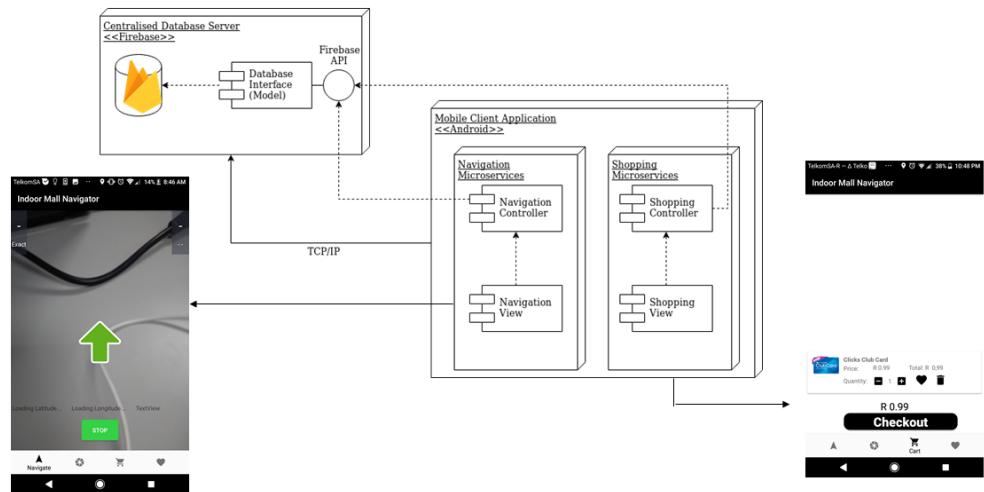


Figure 1: System Deployment diagram.

1.2 Organization Of The Manual

The User manual consists of five sections: General Information, System Configuration, Getting started, Using The System, and Troubleshooting

The general information section explains in general terms the system and the purpose for which it is intended.

System Configuration will outline how the system will be operated, what requirements will be needed and how it will be used.

Getting Started section explains how to get Navigator and install it on the device.

Using the system section provides a detailed description of system functions.

Troubleshooting section will specify what steps can be taken in case of a failure in the system.

2 System Configuration

The Indoor Mall Navigation system operates on mobile devices with Android operating system. It is compatible with Android 4.1 (jelly bean) API 16 and higher versions. The application requires connection to Internet in order to save and retrieve data from the database. The App will use the location property on the device to locate the users current location and navigate them to their destination respectively. The smart device's camera will be used to scan the QR/Bar code of a specific item in order to view or add the product to the Cart. After installation on the device, Indoor Mall Navigation can be used immediately without any further configuration

2.1 Installation

When all the implementation is done, we plan to have the application up on Google play store.

2.2 User Access Levels

Everyone can use the system, but only registered users able to purchase items and also add items to their wish list.

3 Getting started

3.1 Accessing the system

In order to access the system, The user should just download the App and start navigating. There is no log in obligation.

- The user will only need to register and log in if they need to checkout.
- The user can click on the "Forgot Password" button on the log in screen if they forgot their password. An email with a link will be sent to them. With that link, the user can enter a new password.

3.2 Walkthrough

- Upon opening the app, the user will see the following splash Screen



Figure 2: Splash Screen.

- The user will then see the following navigate page:

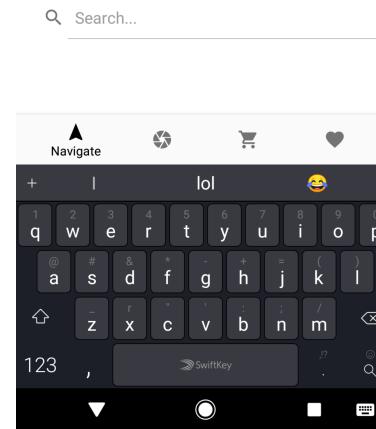
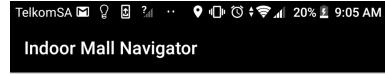


Figure 3: Navigate page.

- The user can click search to search for their destination on the drop down on the following modal

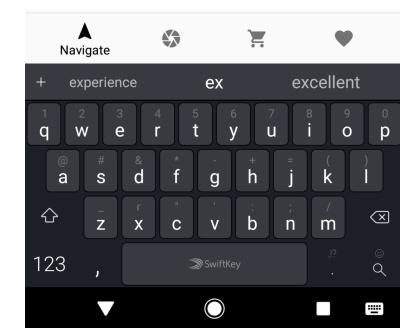
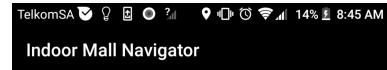


Figure 4: Search function.

- The user will then see the following page with the name of the selected shop name:

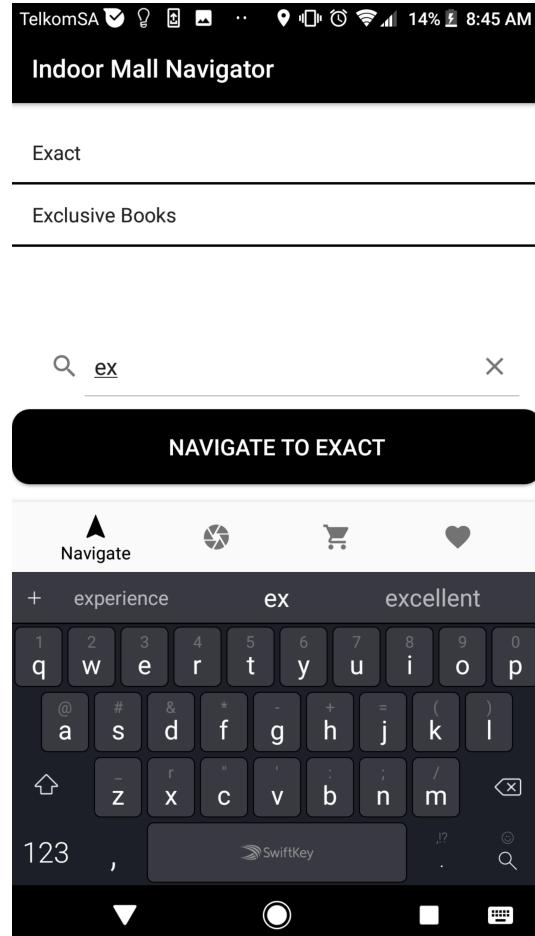


Figure 5: Navigate To Screen.

- When the user clicks on "Navigate To Shopname", the following screen will display:

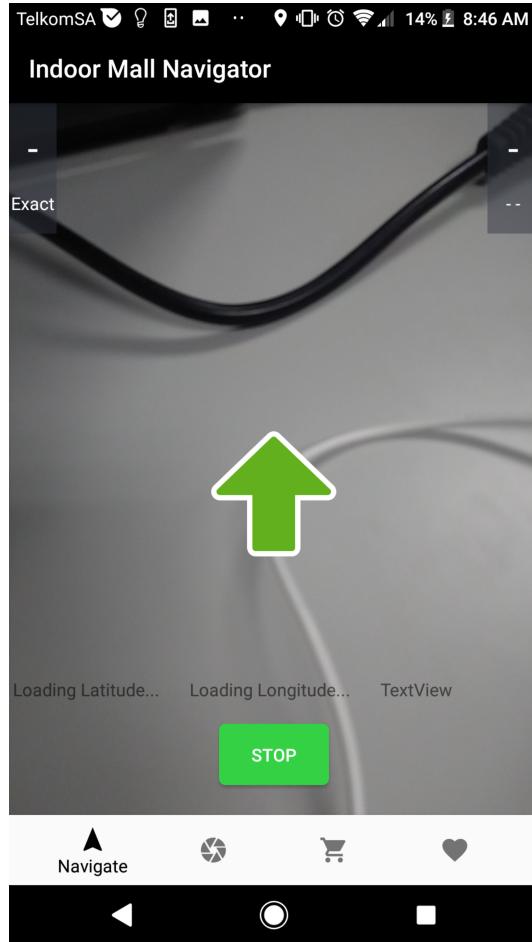


Figure 6: Augmented Screen.

- The user will be navigated and they will see the distance from their destination on the top right corner of the screen.
- The user will also be able to see how many shops there are from their destination on the top left corner.
- Once the user gets to their destination, the user will see the following page:

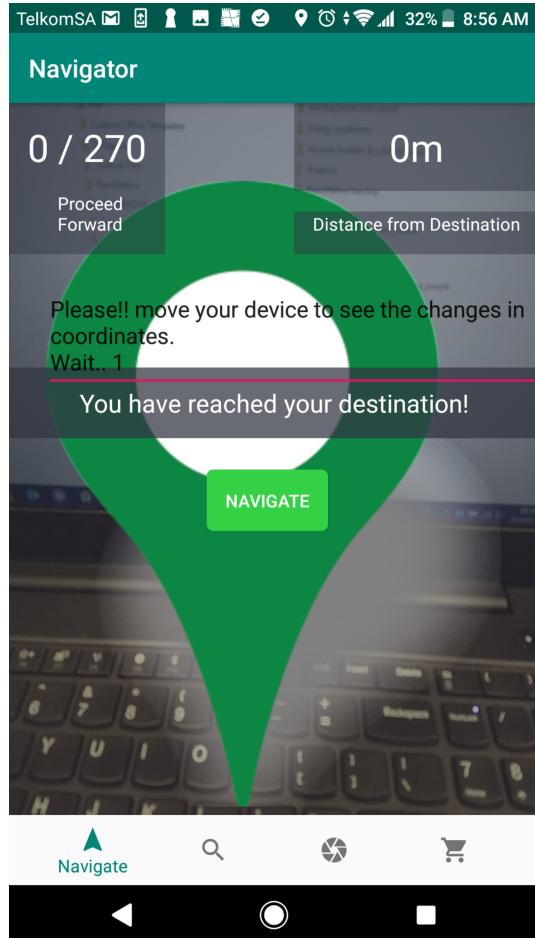


Figure 7: Destination Screen.

- The user can scan products that they're interested in to see the price, select quantity and add those products to their Cart or wishlist.

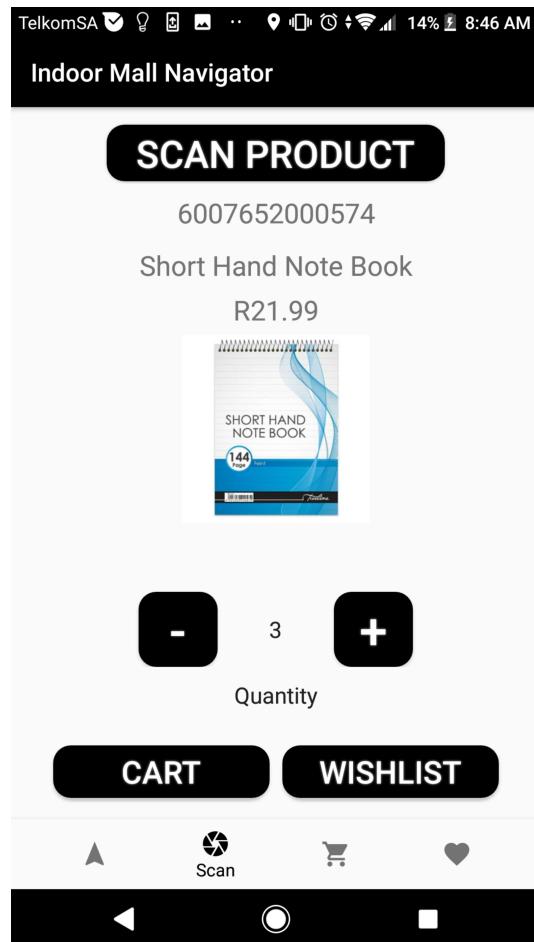


Figure 8: Scan Screen.

- User doesn't need to register or login in order for them to add items to cart or wishlist.

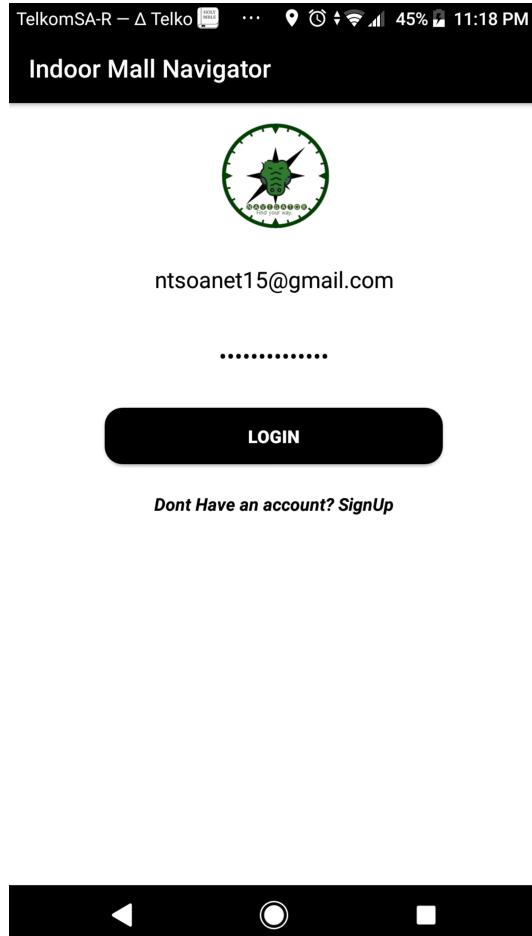


Figure 9: login Screen.

- The user can sign up if they do not have an account on the following page:

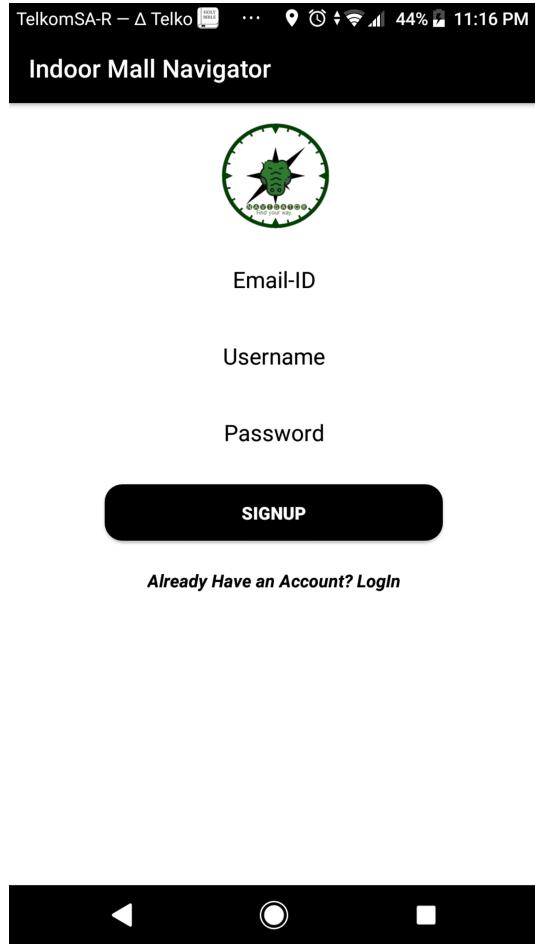


Figure 10: Sign up Screen.

- The Product will then be added to the cart and the following page will appear.

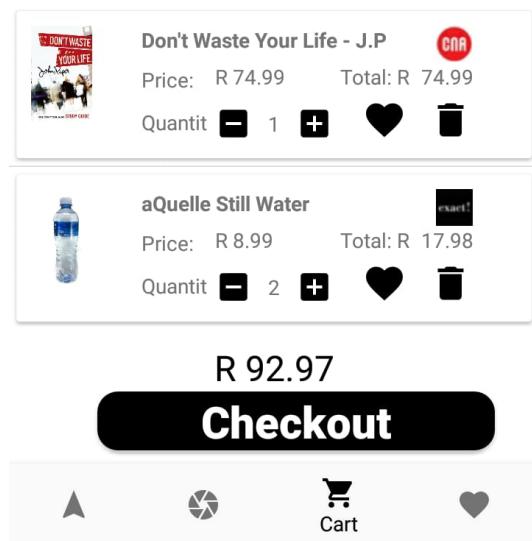
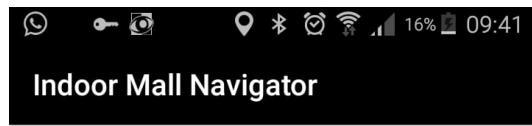


Figure 10: Cart Screen

- The Product can be also be added to the wishlist for later use and the following page will appear:

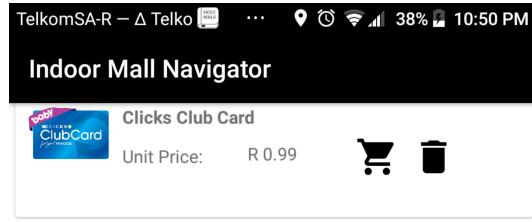


Figure 11: Wishlist Screen

- When the user chooses to checkout, the following payment option screen will appear:



Please select payment method

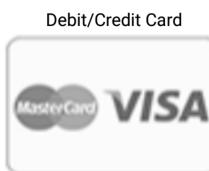


Figure 12: Payment option Screen

- When the user selects Card payment, the following screen will appear:

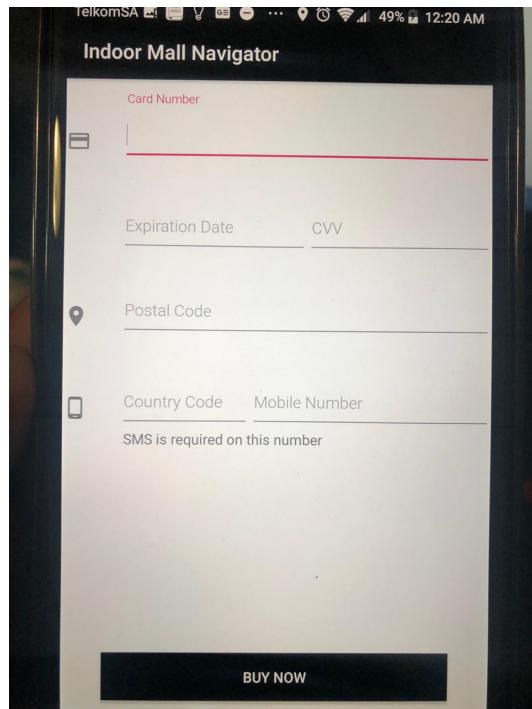


Figure 13: Card information

- As a security measure, users cannot take screenshots of this page as it has very confidential information.
- The user will also need to confirm their purchase on the this modal screen:

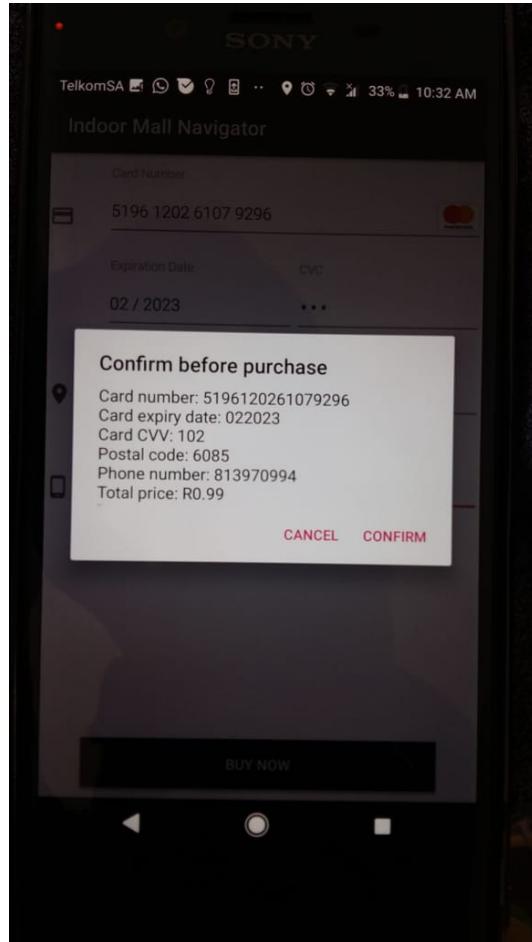


Figure 13: Card information

- After the user Confirms, they will receive an invoice of the products they purchased:

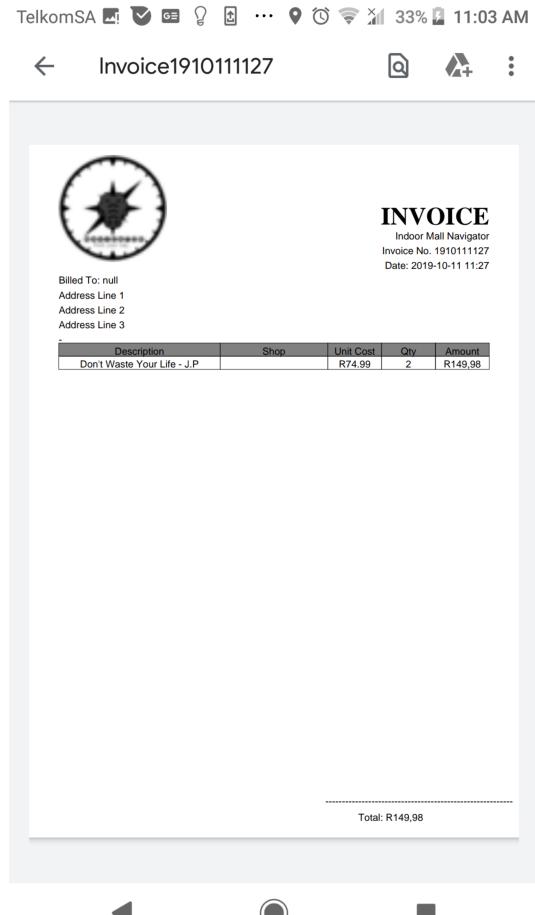


Figure 13: Purchase invoice

- The products will then be delivered to their desired address once the transaction has been approved.
- The user can log out once they are done with the App.

4 Troubleshooting

- In case of failure to navigate, you will receive a pop up notification to let you know that the operation has failed and you will either have to try again or cancel the operation.
- The User won't be able to submit an empty cart. The user will be prompted that they can not do so

- The user won't be able to add an Item (empty) without scanning, the user will be prompted to scan before adding to cart or wishlist.