# Systems Manual

#### COLLEGE MAPS

# **Systems Manual**

College Maps Computing and Informatics Design III Spring 2019 Group 01, Section 66

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## **About College Maps**

ollege Maps use building plans, schematics, and GPS to show a user the fastest route to a specific building and room number. It is a convenient way for college students, staff, and visitors to get around campus for classes, meals, events, and more. This app will ensure the user takes the quickest and safest route to be on time for an appointment. The main goal is for the user to get where they need to go and be on time.

#### **Hardware Requirements**

The "Home" tab at the top left of the page will be the landing page the user first sees. The "Map" tab at the top left will take you to the interactive 3D map. The "User's Manual" tab in the top right will take you to this file you are reading now where you the user can learn how to work and navigate College Maps. Lastly, the "Systems Manual" tab in the right will display the ways in which College Maps works.

### **Software Requirements**

The "Home" tab is the screen where the user will first land upon loading College Maps. Here they will be presented with some details about College Maps, what it is the contributors, and more. Additionally, the user will see an opaque image of the map with a button "Get Stated" to take you to the map. On the home page the user will also have their first encounter with the navigator bar. The user can click on one of any of the tabs at any point to navigate to that page.

#### **Contact Us**

To navigate to the core of College Maps, being the actual map, the user must click on "Map" in the top left corner on the site, or if the user is at the home page they can click on the "Get Stated" button in the middle of the screen that lays over an image of the map.