

Automotive Driver Assistant

User Manual



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1. Introduction

The application is designed to suit an important position in the automotive industry needs, in particular in the truck drivers area management. It provides driving assistance, competitive stimulation towards safe driving and a complete innovative design.



Fig. 1.1

The user can start the application by clicking on the respective logo in the main menu of the device.

Once the application starts the loading screen will appear. The loading may take a moment. As soon as the application has fully started the user shall be directed into the Login Screen if it is started for the first time.



Fig. 1.2

2. Log In Screen

On the Login Screen the user has the option to login with an existing account or to register a new account by clicking the specific buttons.

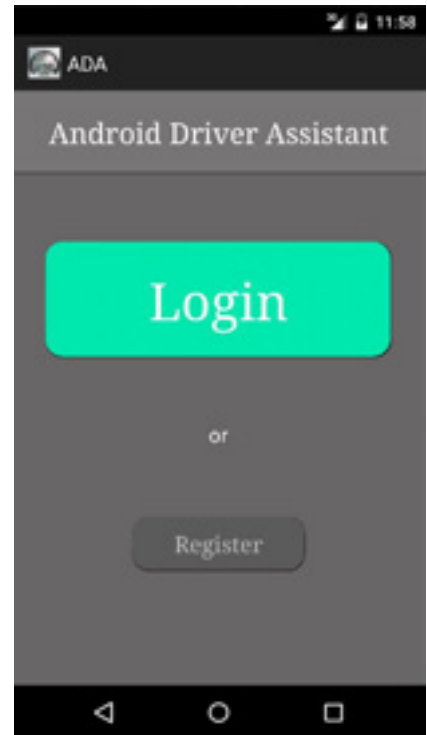


Fig. 2.1

Note: the application cannot be used without being a registered user



Fig. 2.2

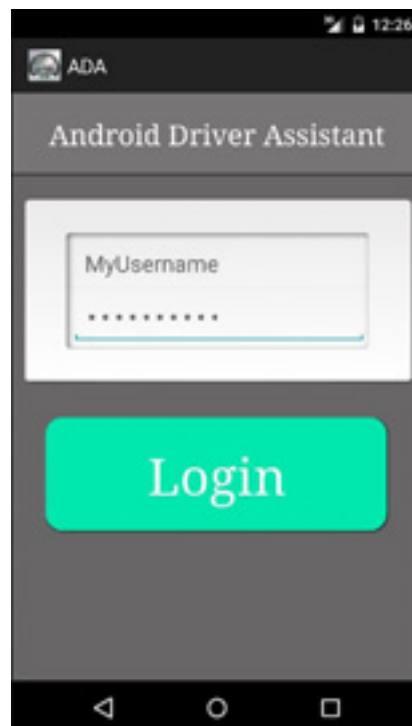


Fig. 2.3

3. ADA Main Screen

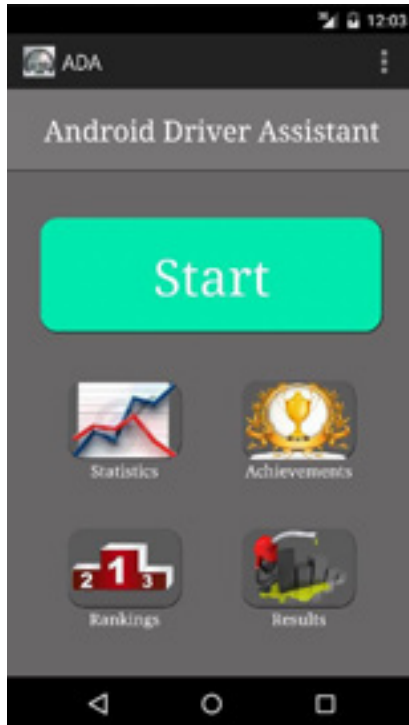


Fig. 3.1

The ADA Main Screen allows the user to access any other function which the application offers. The user may access the functions such as Statistics, Achievements, Rankings and Results, through the buttons displayed on the (Figure 3.1).

To begin the user must click on the green start button, afterwards start the vehicle. The application will redirect the user to the drive screen and your drive session will be initiated.

Besides the buttons, the user may use the action bar by clicking on its respective icon located at the top right corner of the Main Screen (Figure 3.2). Note that the action bar function is not supported by all devices.

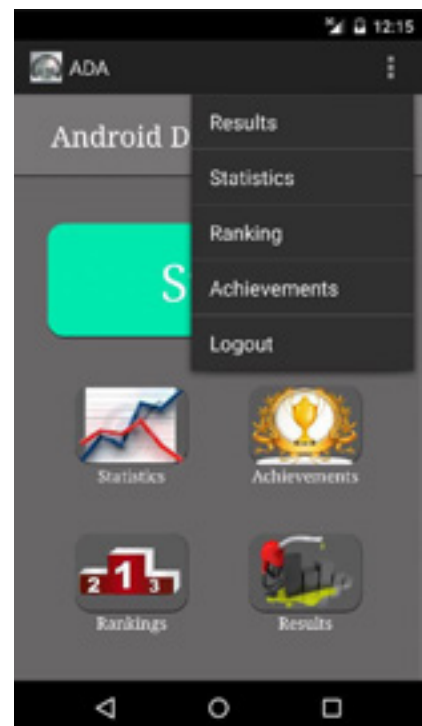


Fig. 3.2

4. Driving View

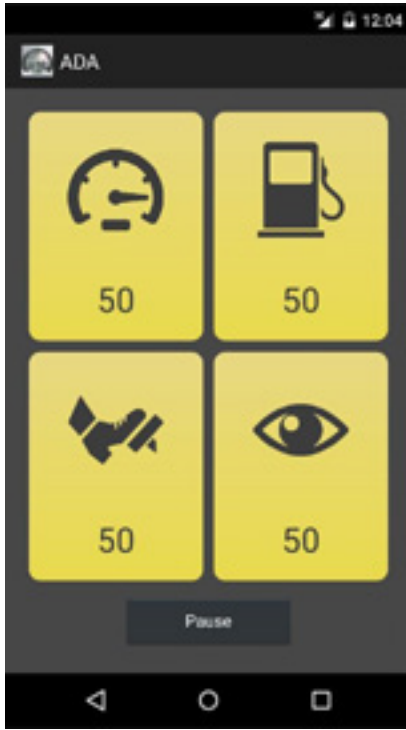


Fig. 4.1

While driving, the color of the four layers view (*Figure 4.2*) will change depending on the score. If the score is average (50 to 65) it will glow yellow, if it's above the average (65+) it will glow green and lastly if it is below 50 it will glow red. Apart from the color changing, if the user exceeds the limit of a measurement significantly a notification appear on the screen, briefly, to inform the user that he has undergone a major negative action.

Once the user clicks the start button the Drive Session screen will appear. While the user drives the Automotive Driving Assistant will grade him depending on his performance during the drive. The application will focus on 4 major factors: Speed, Braking, Fuel Consumption and Driver Distraction Level.

The speed measurement will grade depending on speed regulation in Sweden (120 km/h). If it is over the limit, the user will lose points; if it is in the appropriate range the user will gain points.

The braking measurement will give the user points as long as the brake is not held for too long or used rapidly in a very short period of time.

The fuel consumption will give points if the user is conservative with his fuel, and will take points if the user uses up more fuel than necessary.

The driver distraction level will give points if the user is focused on driving, if the user becomes distracted, depending on how distracted he is, he will lose points.

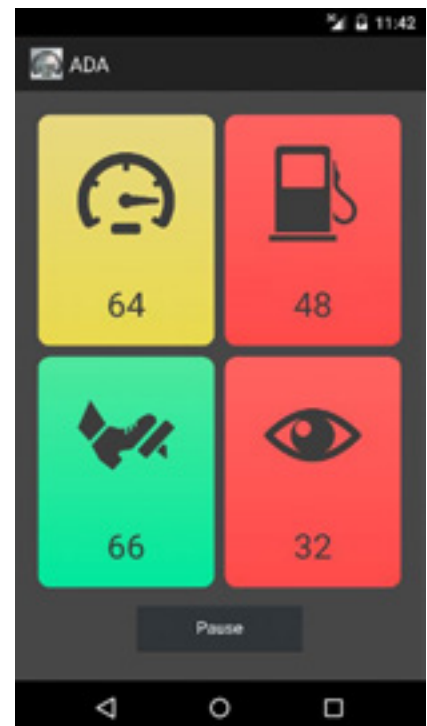


Fig. 4.2

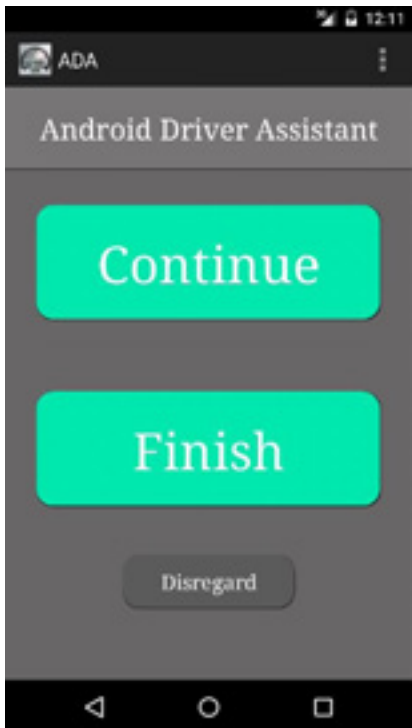


Fig. 4.3

The user may click the pause button if he decides to finish the driver or pause it for as long as necessary. Afterwards he can click on continue which will consequently return him to his driver or click on the finish button which will save his results and lead him to the Results Screen.

As a third option the user may click on disregard which would allow the user to discard the scores of the current session due to clicking on the start button unintentionally or not being satisfied with his score.

5. Results View

At the end of the session, a bar chart will be displayed previewing the points of the current session and a back button will lead the user to the main screen where other post-driving features are to be consulted with. At the end of the session, a bar chart will be displayed previewing the points of the current session and a back button will lead the user to the main screen where other post-driving features are to be consulted with.

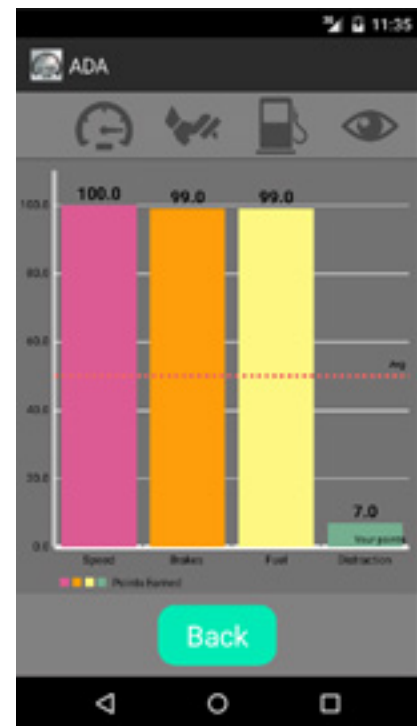


Fig. 5.1

6. Statistics View

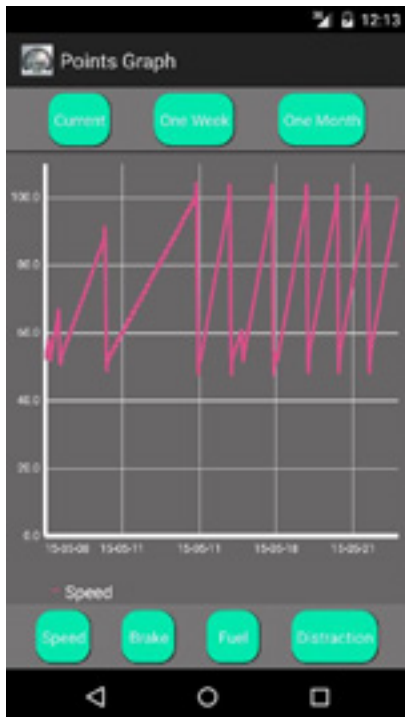


Fig. 6.1

Statistic graphs can be switched in the same view and they are divided in 4 categories: speed, brake, and fuel and distraction level.

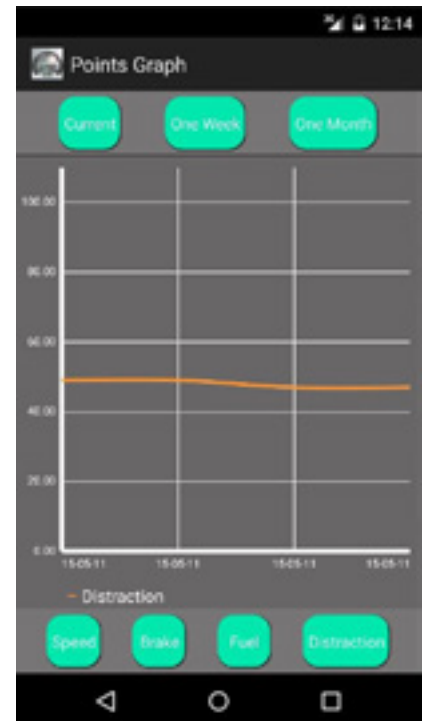


Fig. 6.2

7. Ranking View

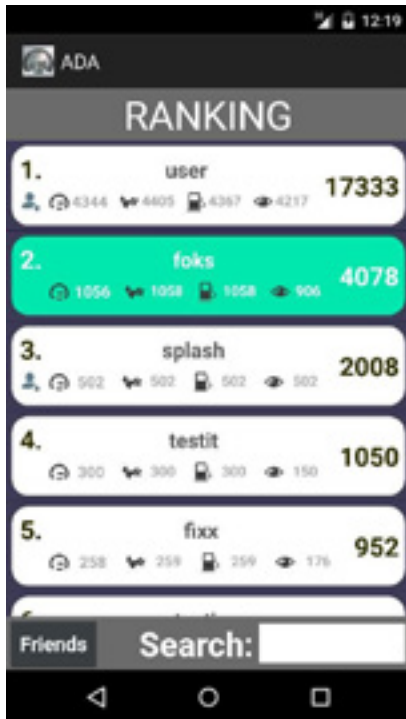


Fig. 7.1

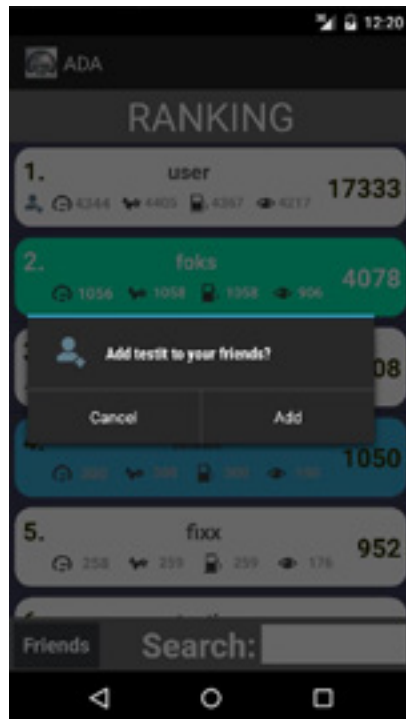


Fig. 7.2

The Ranking view displays all the users registered to the ADA application. The user is able to check the other usernames, conjointly with the individual and total amount of points.

The user is able to add other users as friends, saving them in the friends that can be easily accessed by clicking the bottom left button "Friends" where they can be searched by username. There is the possibility to delete friends from the list as well.

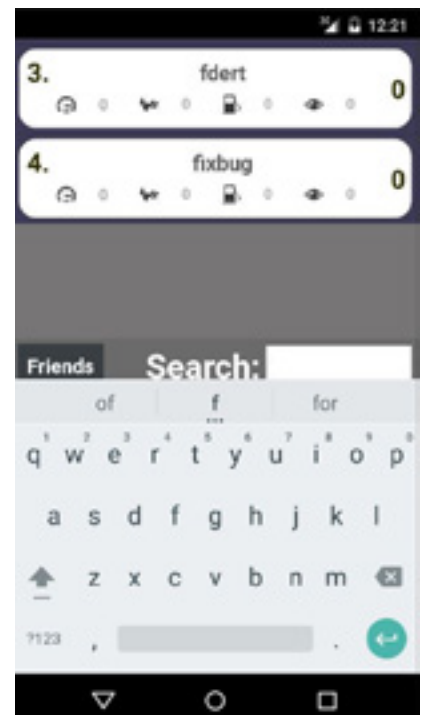


Fig. 7.3

8. Achievements



Fig. 8.1

If the user has reached the limit points objective, a message will prompt out in the final results screen; otherwise they will be locked and there is a possibility to check out them in the respective achievements screen.

The user has the possibility to unlock special achievements such as 'medals, by reaching 100 points per each measurement.

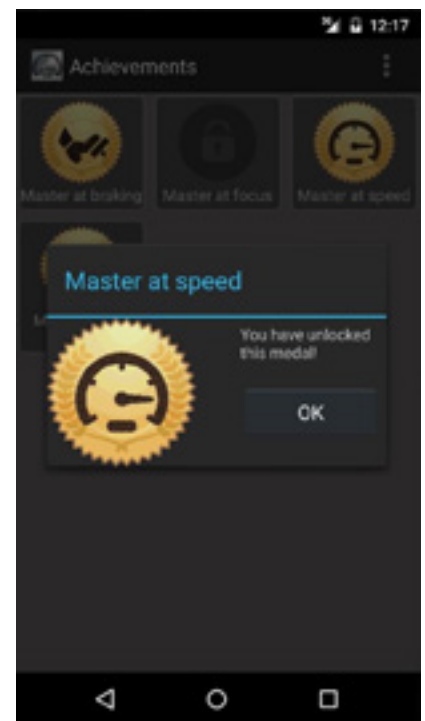


Fig. 8.2