

User Manual for Ticket Tapper

GENERAL INTRODUCTION

1.1 System Overview

Ticket Tapper is an Android and IOS application, which allows users to pay for transit fares using their phone. TicketTapper acts as a virtual leap card allowing payments can be made using Apple Pay, Google Pay or any bank card. This involves a near field connection so that the user can buy the ticket contactlessly. A ticket is generated once payment has been made. Users can conveniently plan their journey from within the app. This involves using maps and their current location. The user will then be redirected to the google maps UI where they can see what bus will bring them there and how long it will take.

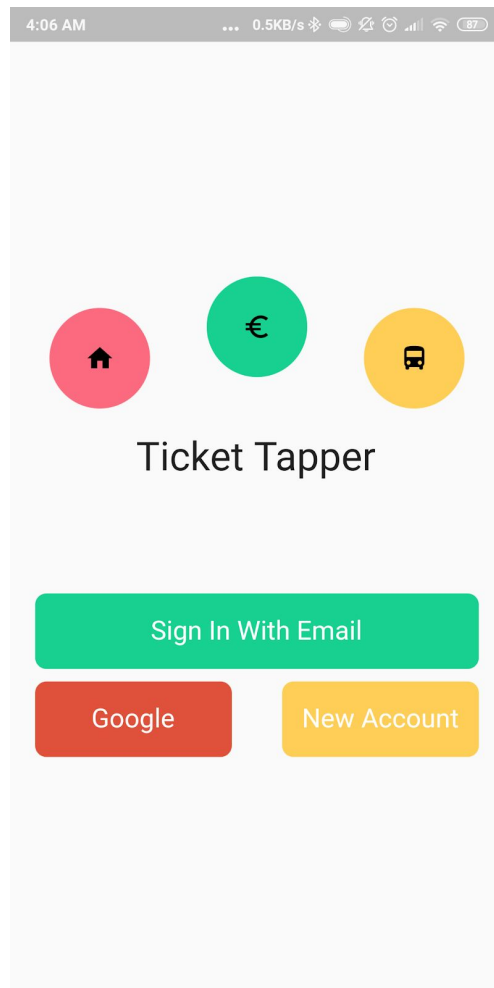
1.2 The Manual

This manual is made up of 4 sections which includes these following headings:

1. Introduction
2. Starting the system
3. Using our app.

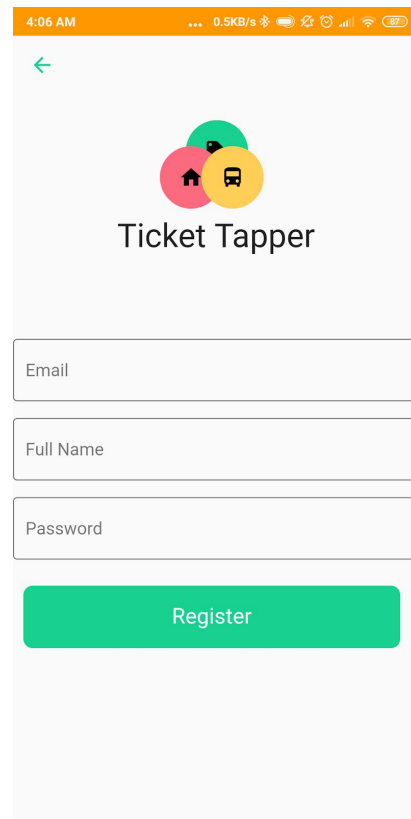
Starting the system.

When you open our app you are greeted with the home screen. This gives the user three options. They can either sign in with email, sign in with google or you have the option to create a new account. If the user has already set up an account then they will just click on their preferred sign in method.



Using our App

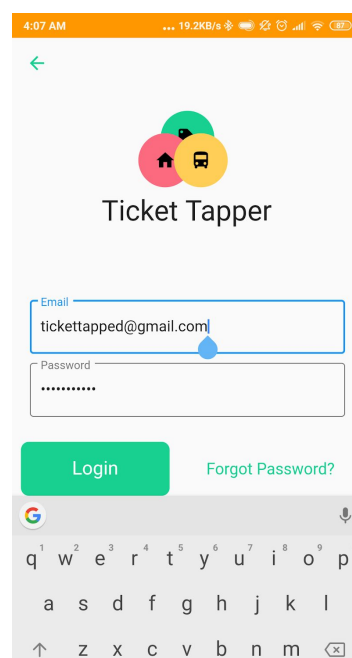
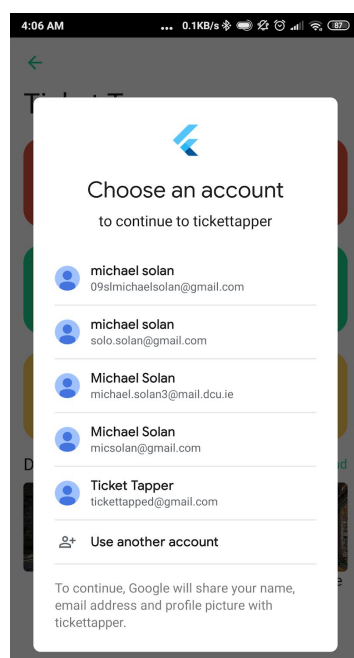
If this is a first time user then they will click on the new account button which will bring them to this screen below. They will be asked to enter their email, full name and password and then they will be able to use the app once they are registered.



A screenshot of a mobile app's registration screen. At the top, the status bar shows the time as 4:06 AM, signal strength, and battery level. Below the status bar is a green back arrow. The app's logo, consisting of three overlapping circles (pink, green, and yellow) with a house icon inside, is centered above the text "Ticket Tapper". Below the logo are three input fields: "Email", "Full Name", and "Password". At the bottom is a large green button labeled "Register".

Logging in

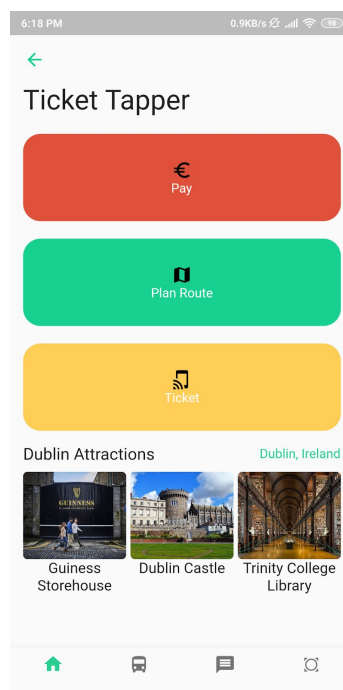
If the user has already registered then they will be able to login with either their email or their google account. On the left we have the google log in and on the right we have the email login



A screenshot of a mobile app's email login screen. At the top, the status bar shows the time as 4:07 AM, signal strength, and battery level. Below the status bar is a green back arrow. The app's logo, consisting of three overlapping circles (pink, green, and yellow) with a house icon inside, is centered above the text "Ticket Tapper". Below the logo are two input fields: "Email" (containing "tickettapped@gmail.com") and "Password" (containing "*****"). At the bottom are two buttons: "Login" (green) and "Forgot Password?" (green text). A keyboard is visible at the bottom of the screen.

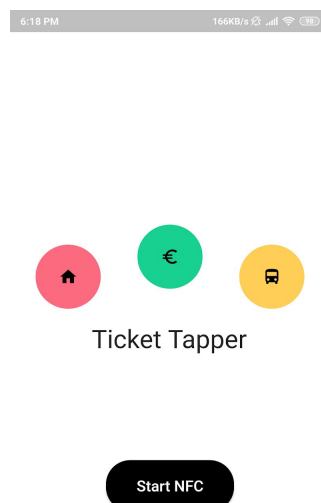
Home Page.

Once the user has logged in they will be greeted by the home page. This is where the user will have the opportunity to choose whether they want to pay for a ticket. Plan a route or to view their latest bought ticket. There is also a list of Dublin's favourite attractions because that's where our app is based.



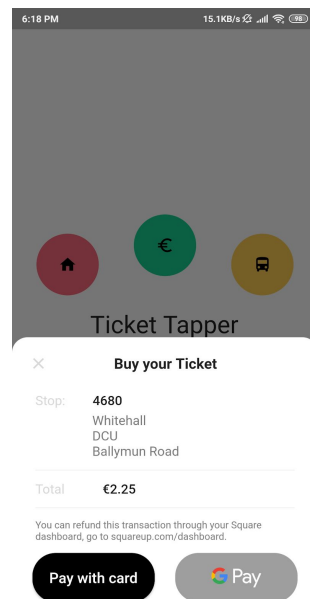
NFC connection

If the user picks the pay button then they will be redirected to the pay page where they will see an option to start the Near field communication connection. This is where you can buy tickets contactlessly through your phone.



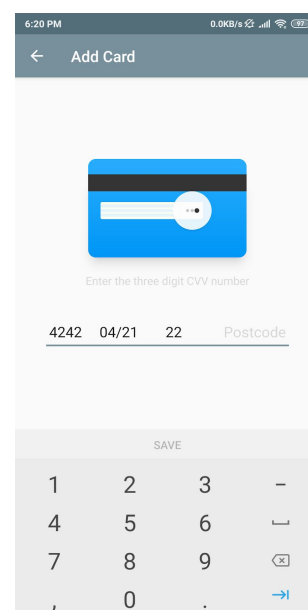
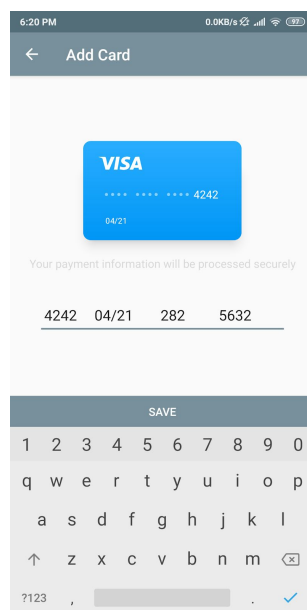
Payment Option

After the NFC connection you will be giving the option of paying. You will see this when the square payment section pops up as seen below. You will get the option of paying with card or google pay. The user will also be shown the price of a ticket.



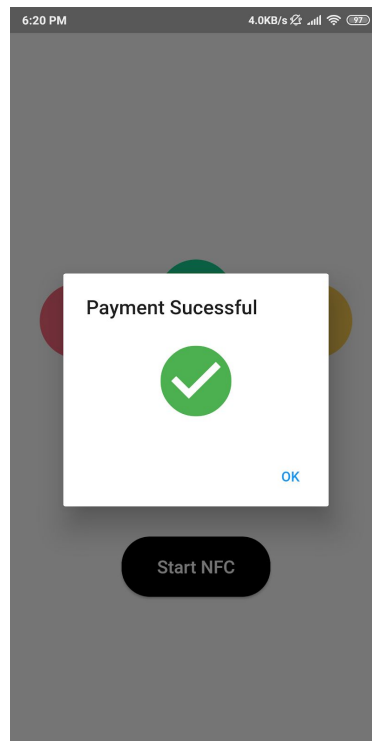
Card Information

When the user clicks pay with card then they will be greeted with the add card screen. This give the user the opportunity to give their details of their billing card. Once the user has put in their debit card details in then the card will flip over and they will get the opportunity to put in their cvc number on the back.



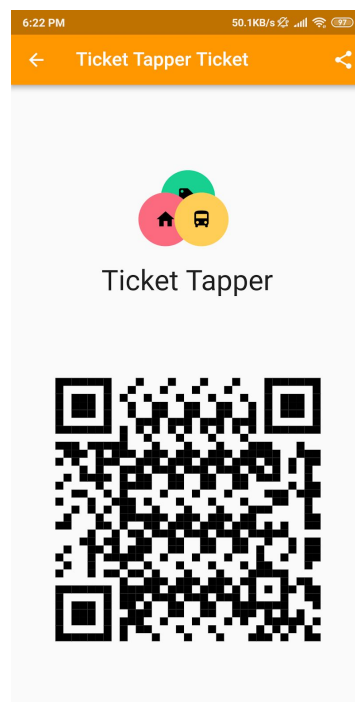
Payment Successful

After the user enters their details and the payment is confirmed then they will get the notification that the payment is successful. After this the user will be transferred to the page where they will see their ticket.



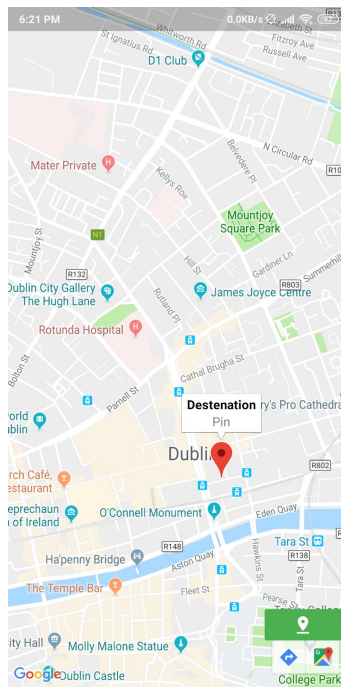
Ticket

Once square can confirm that the payment was successful then the user will be transferred onto the qr page which is their ticket.



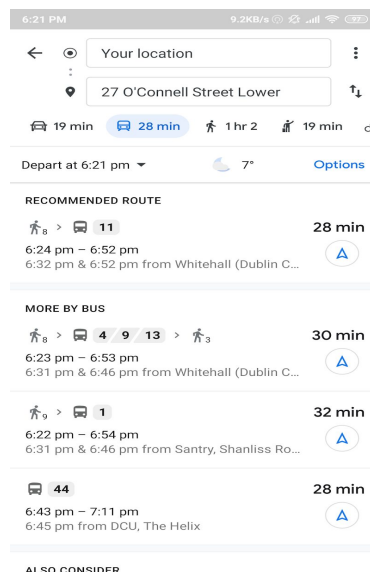
Maps

Now that the user has bought their ticket they can now use some of our other features like maps. Once the user gets their ticket then they can go back to the home page and select the feature plan route. They will be brought to an interface where they will see a map of dublin. Now they can select their destination and see how they will get their.



Google Maps

When the user chooses their destination they have the option to click on the google maps button to bring them to google maps feature. There they can see what buses are running to their destination and how long it will take them.



Further Info.

1. We have a blog detailing our process when designing this app. You can find the blog at <https://tickettapperapp.blogspot.com/>