

Vicinity
User Manual - CA400
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1. Introduction

Welcome to Vicinity, an android app that lets you find new places around your current location. The app learns as you use it. When you first join you are asked to create an account and add your interests to your account. This will let the app help pick things that it feels might interest you. You can also filter for places using type, distance and tags. This lets the user find places that may not be recommended to them. New events will be recommended daily to the user based on your activity. All events can be seen on a map to help locate them.

2. Getting Started

2.1 Install

Required Software / Hardware

- Android Device
- Android Studio
- Java

Install App on Android Studio

1. Open Command Prompt on your computer.
2. Navigate to where you want to download the android app in Command Prompt.
3. Run the following command
<https://gitlab.com/computing.dcu.ie/dunnee49/2020-ca400-dunnee49-mcelroa9.git>
4. Open Android Studio and select "import project"
5. Navigate to 2020-ca400-dunnee49-mcelroa9/src/AndroidProject
6. Select Vicinity and click OK

Setting up Developer Mode for your Device

1. Open settings on your android device
2. Find your build number
3. Tap on the build number 7 times in a row

Install App on Android Studio

1. Connect phone to your computer that android studio is running with a USB cable
2. Press Run "app" found in the tool bar (it looks like a play button) or (CTRL + F10)
3. Select your device and click on OK
4. Wait until it is downloaded and remove the USB
5. Vicinity is now on your device

Running App on Android Device

1. Open the app drawer on your device and find the application.
2. Simply click the icon and the application will run.

2.2 Create Account

2.2.1 Create Account

When you open the app for the first time you will be greeted with a log in/sign up page. Please fill in details that are on the screen before moving on

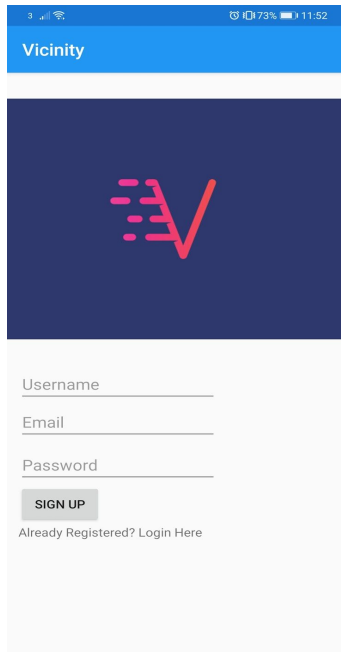
The image shows a mobile application registration screen. At the top, there is a blue header bar with the word "Vicinity" in white. Below the header is a dark blue rectangular area containing a red logo that resembles a stylized 'V' with horizontal lines. Underneath this is a light gray section with three input fields labeled "Username", "Email", and "Password". Below the "Password" field is a gray button with the text "SIGN UP" in white. At the bottom of this section, there is a link that says "Already Registered? Login Here". The top of the screen shows a status bar with various icons and the time "11:52".

Fig.1 Registration Screen

2.2.2 Add interests

When you first join the app will prompt you to add interests so the app has an idea what events to recommend to you. You will be shown a page similar to the one in *Fig. 2* where you can select any activities which interest you. Your selected activity types turn pink and they turn white again once you deselect them.

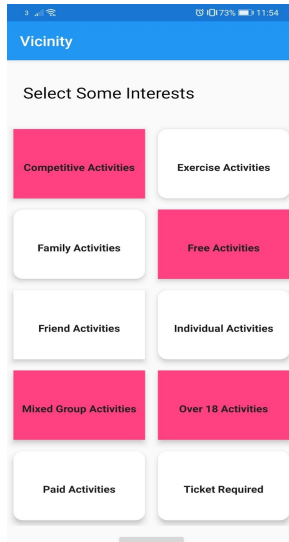


Fig. 2 Select Interests Screen

2.2.3 Pick Specific Interests

Once you pick your interests on the previous screen you will be brought to the screen shown below in *Fig.3*. The whole point of this page is to get more specific interests for you so the system has a better idea of what you like. You will be provided with a dropdown menu as seen below which will be populated by places which fall into the categories you selected previously. You can pick up to 5 of these that you like.

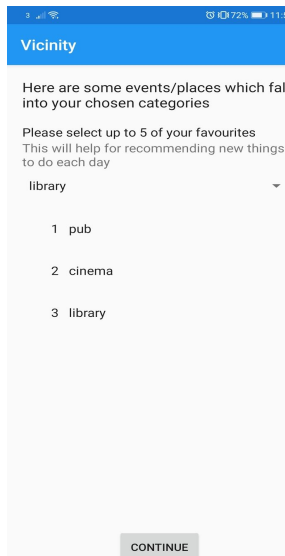


Fig. 3

2.3 Login

When you launch Vicinity on your android device and no user is logged in you will be brought to the login page. This is for users with existing accounts

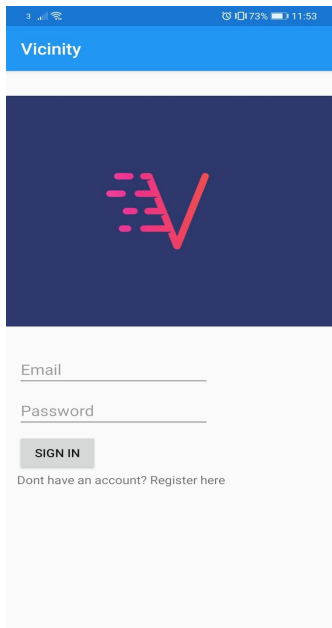


Fig. 4

3. Using the app

3.1 Recomender page

When you are logged in and open the app you will be welcomed on the recommendation page. There will be a list of events displayed here that the system thinks you might like. This list will be refreshed each day with new things you might like. You can also filter your recommended events within a certain distance. These features can be seen below in *Fig.5* and *Fig. 6* respectively. The list is made up of tiles which contain information about each place. These include the Name, Address, Distance from you and what type of place it is. These are all clickable for more information.

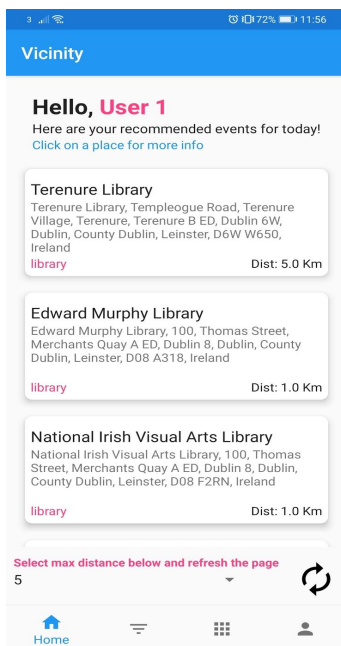


Fig. 5

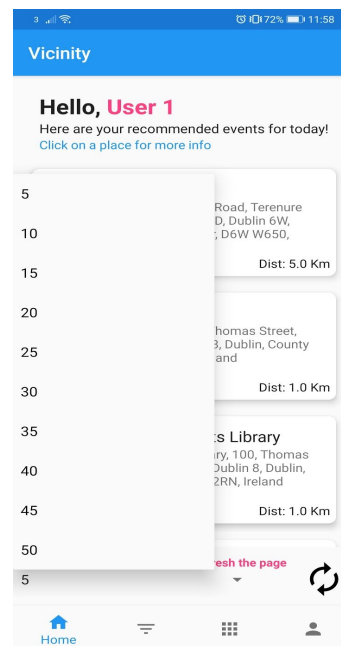


Fig. 6

3.2 Interacting with events

3.2.1 View events

When you see an event that you think you might like you can click on it to view more information about it. From this details page you can carry out some actions such as Read/Write reviews and view location on a map.

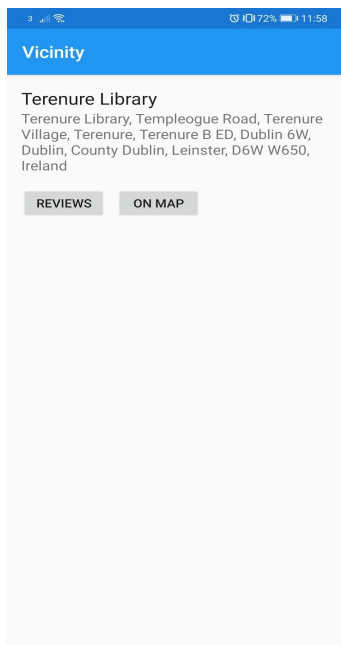


Fig. 7

3.2.2 Read reviews

When you have opened an event (3.2.1) you can click on the “REVIEWS” button, this will bring you to the review section for that event. If there are reviews you can see them here. An example of the reviews page can be seen in *Fig. 8* below.

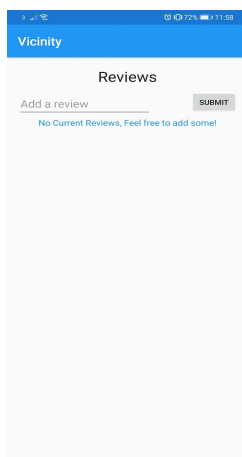


Fig. 8

3.2.3 Write a review

When you have opened an event (3.2.1) you can click on the “REVIEWS” button, this will bring you to the review section for that event. Click on the “Add a review box”, your android's keyboard should pop up and allow you to type. When you have written your review and you are happy with it click the “SUBMIT” button to the right of the review. See *Fig. 9*.

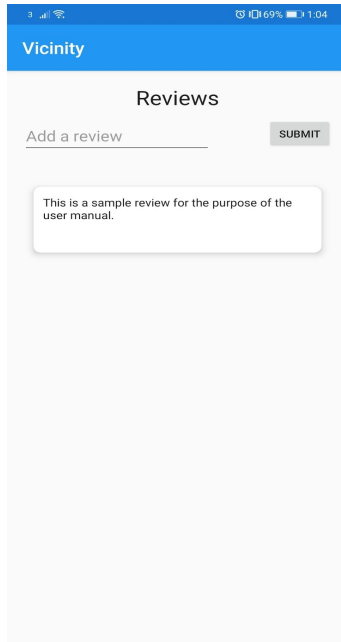


Fig. 9

3.2.4 View location on map

When you have opened an event (3.2.1) you can click on the “MAP” button. This will load that specific event on the map and give you a visual marker on the map that will show you where the event is.



Fig. 10

3.3 Filter Page

The filter page is where you can search for specific places and events on the app. In *Fig. 11* below you can see that it is a fairly simple page with 2 drop down menus. The first drop down is the activity type. Here you can pick any place you want to find such as restaurants, historic sites, bars and so on. The second drop down is the distance you want to filter these within. This ranges from 5 kilometres all the way up to 50 kilometres in steps of 5. This makes it easy to find things close to you or a wide range of places all around you. The data will be displayed back to you in the same way as seen in *Fig. 12*

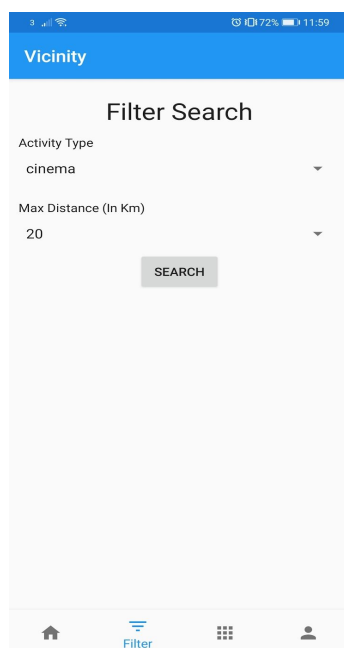


Fig. 11

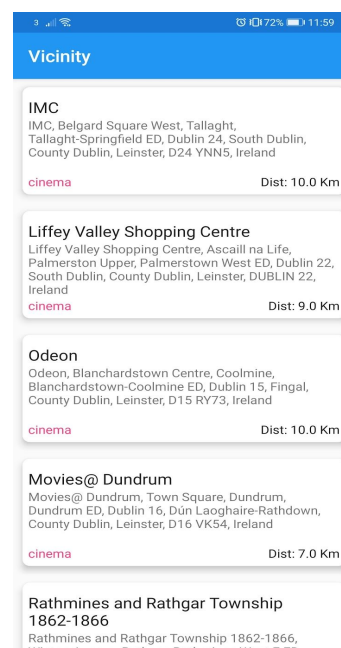


Fig. 12

3.4 Category Page

The category page functions in a similar way to the filter page. It allows you to pick a certain category and instead of being shown a list of every possible place on the app the user is instead provided with a drop down of only places which lie within that category. This makes it easier for them to find certain similar places. An example of picking the competitive activities category is shown below in *Fig. 13*. As you can see only 4 types of places were returned all of which are classed as competitive activities.

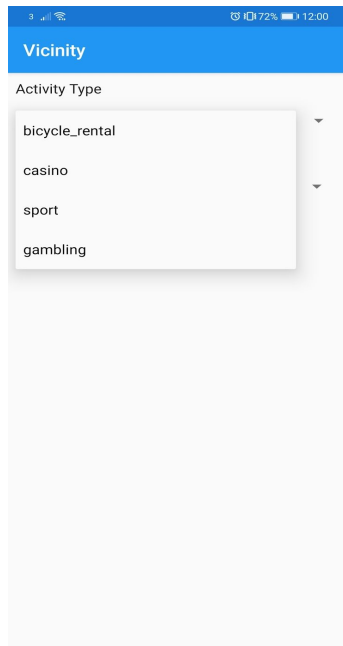


Fig. 13

3.5 Profile Page

The profile page is where the user can go to change their interests which they signed up with or Log Out of the application. There are two buttons on this page to carry out either of the actions as seen in *Fig. 14 below*.

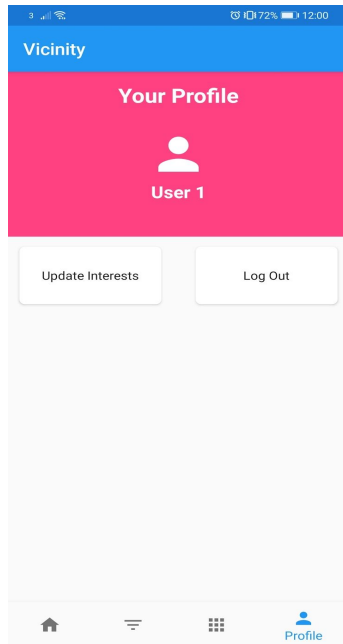


Fig. 14

3.5.1 Update Interests

The update interests page is where users can change their interests from the initial ones they picked upon sign up. They are presented with a screen similar to the pick interests screen earlier on however their currently selected interests are already highlighted pink. They can then proceed to select/deselect their desired interests and continue on with them as usual. All current recommended events for today will be updated upon submitting new interests also.

