

## **CS 458 User Manual**

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### **1.0 - Introduction:**

More businesses are being started than ever before these days and young innovators need a tool to help them organize and flush out their potential business ideas. Planet Rocket aims to be that tool by helping it's users keep track of ideas and take interactive courses in order to take their idea from fantasy to reality.

### **2.0 - Getting Started:**

Below is a guide for getting familiar with the software.

#### **2.1 - Quick Start:**

Because our application is a web site, there is very little setup for the user to use our application. The only requirements to be able to use our application are:

1. Ensure that a web browser is installed on your device of choice
2. Check to make sure that there is a stable internet connection
3. Go to [www.planetrocket.com](http://www.planetrocket.com)
4. Create an account or log in (more details in sections 3.0 and 4.0)

That's it! You can now use planet rocket as a registered user

#### **2.2 - Main Scenarios of Use:**

1. Needing a way to keep track of ideas
2. Clarifying what kind of business/organization your idea is
3. Determining the target audience of your idea

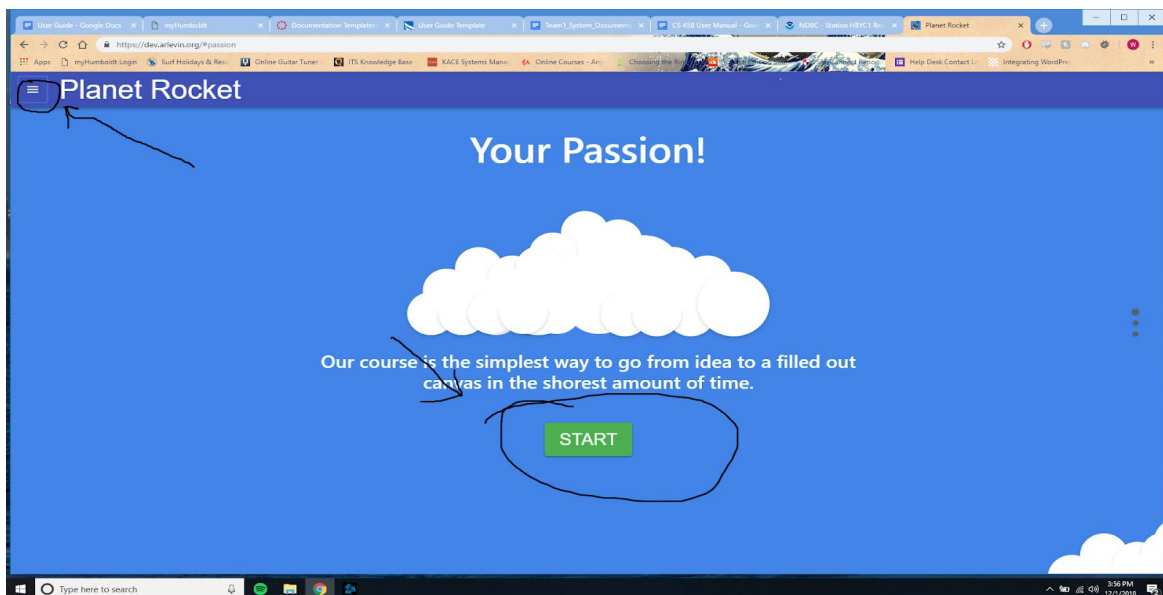
4. Feeling excited by gamification and incentivization features

## 2.3 - System Requirements:

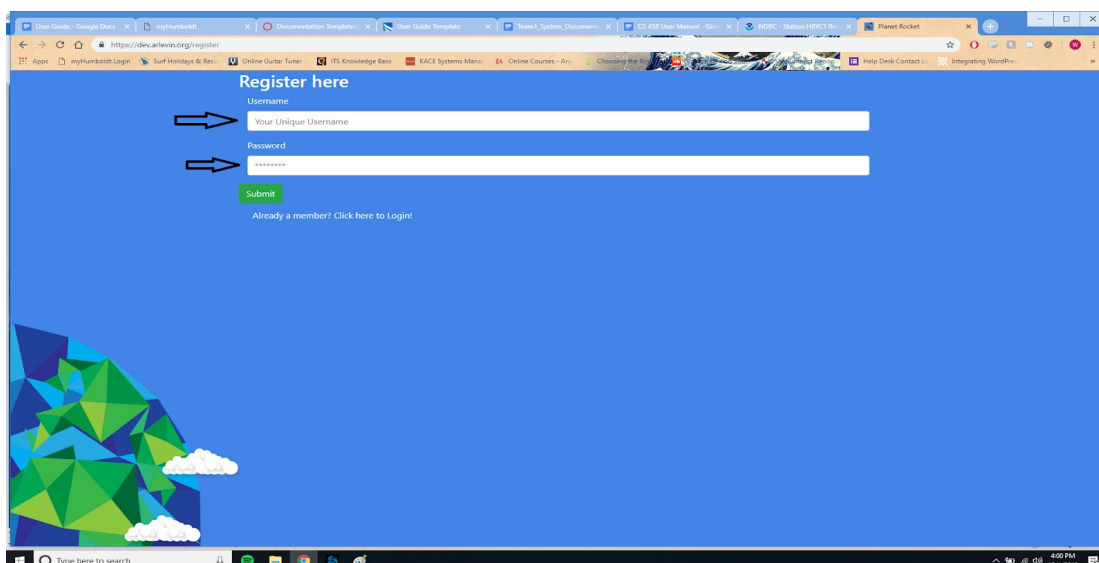
1. A stable internet connection
2. Access to the internet via a javascript enabled web browser

## 3.0 - Creating an Account:

1. From the Planet Rocket home page, press any of the start buttons or press the 3 horizontal lines in the top left hand corner and click the 'register' button.

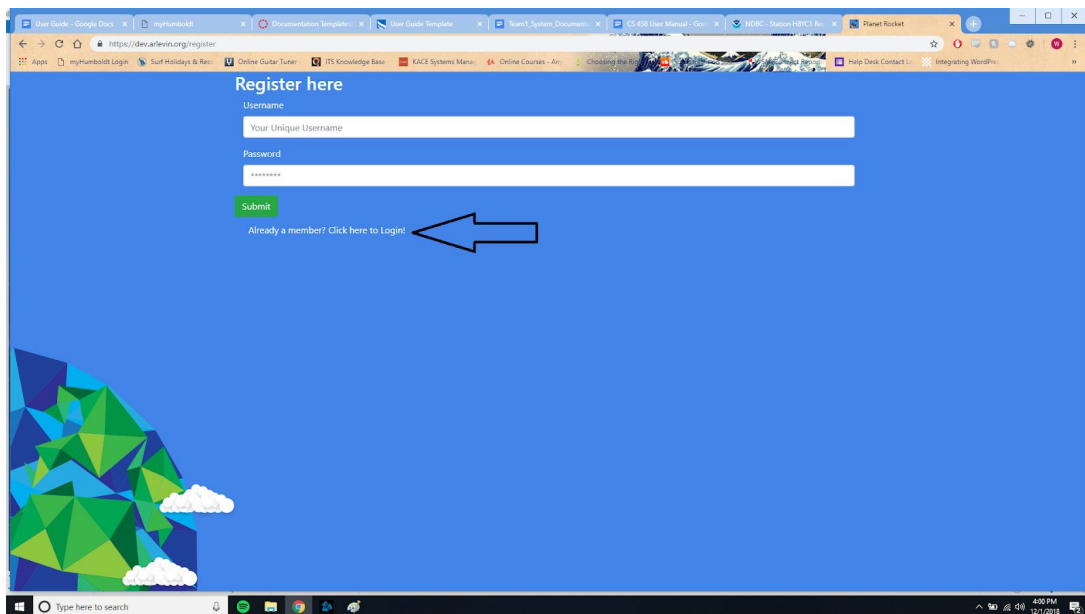
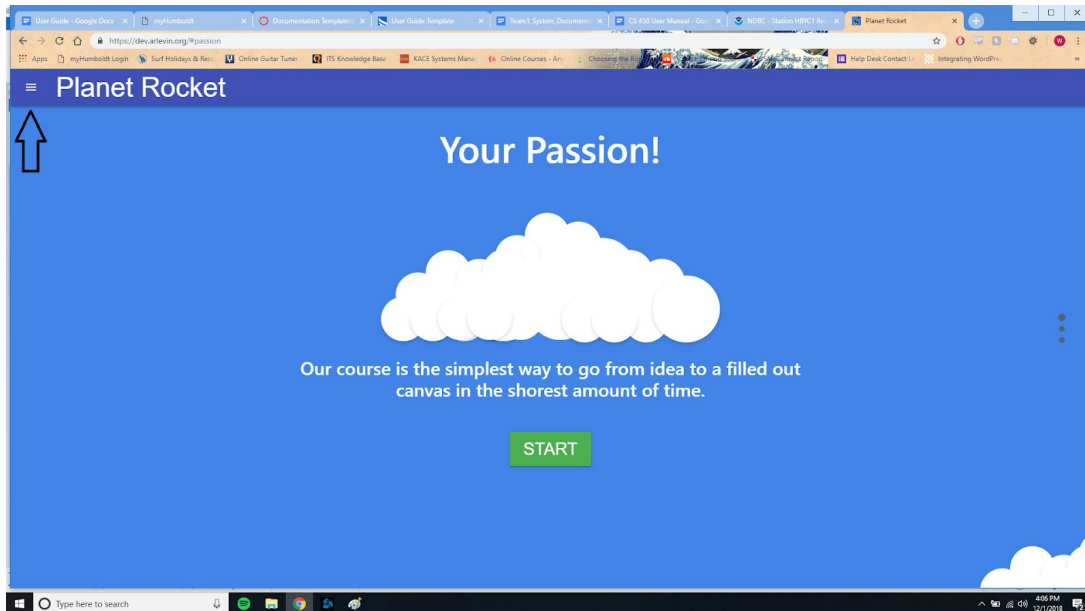


2. From this page, enter in an untaken username and a password. Then, press the submit button. Note: Blank username and password fields will not be accepted

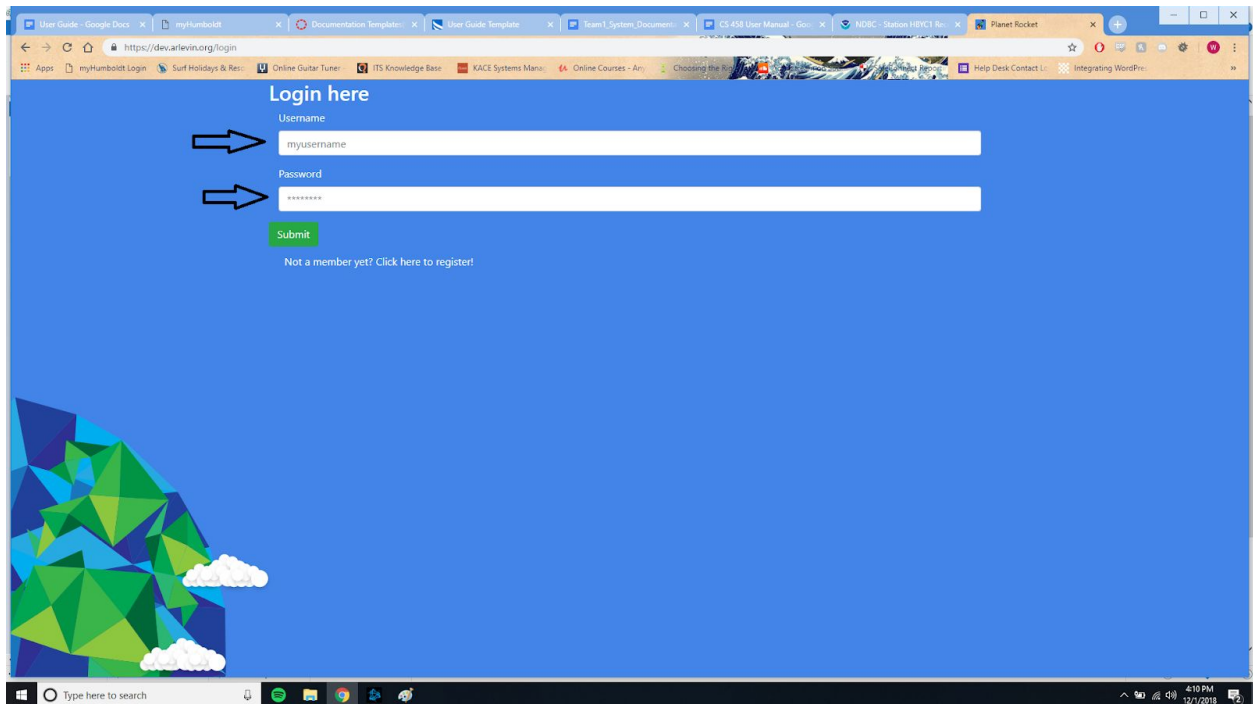


## 4.0 - Logging in:

1. The login page can be accessed two ways. First, you can click the 3 horizontal lines in the top left and then click Login. Secondly, from the Register page you can click 'already a member? Click here to login' to access the Login page

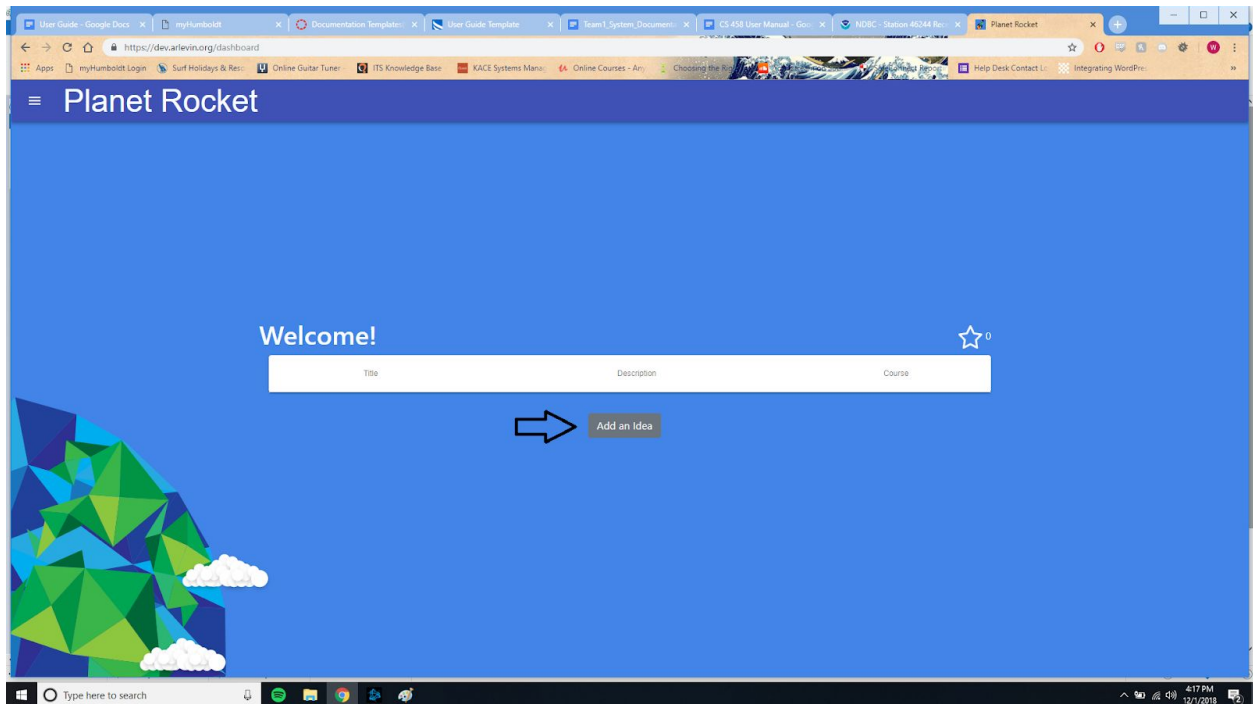


2. From here, enter in your username and password in the corresponding fields and press submit. (blank username and passwords will not be accepted as well as invalid login information). Upon a succesful login, you will be redirected to your dashboard. If the credentials are invalid, an error will display on the login screen

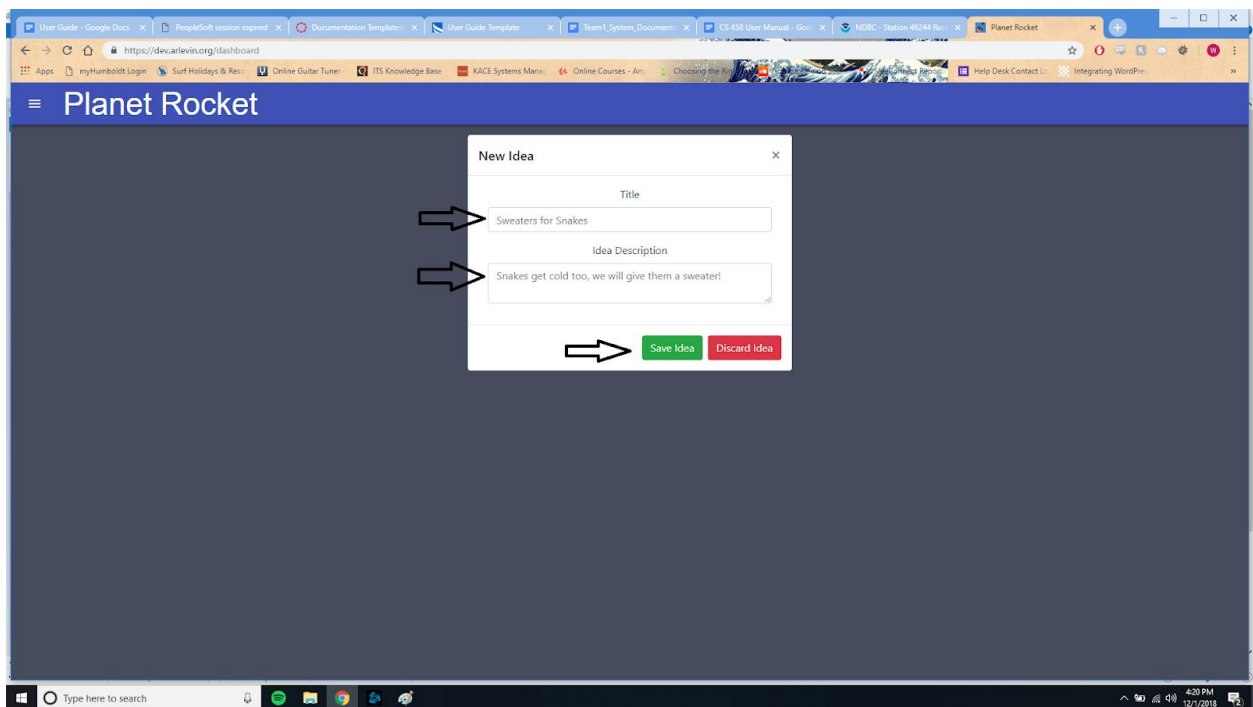


## 5.0 - Creating an Idea:

1. From your dashboard click the 'Add an Idea' button



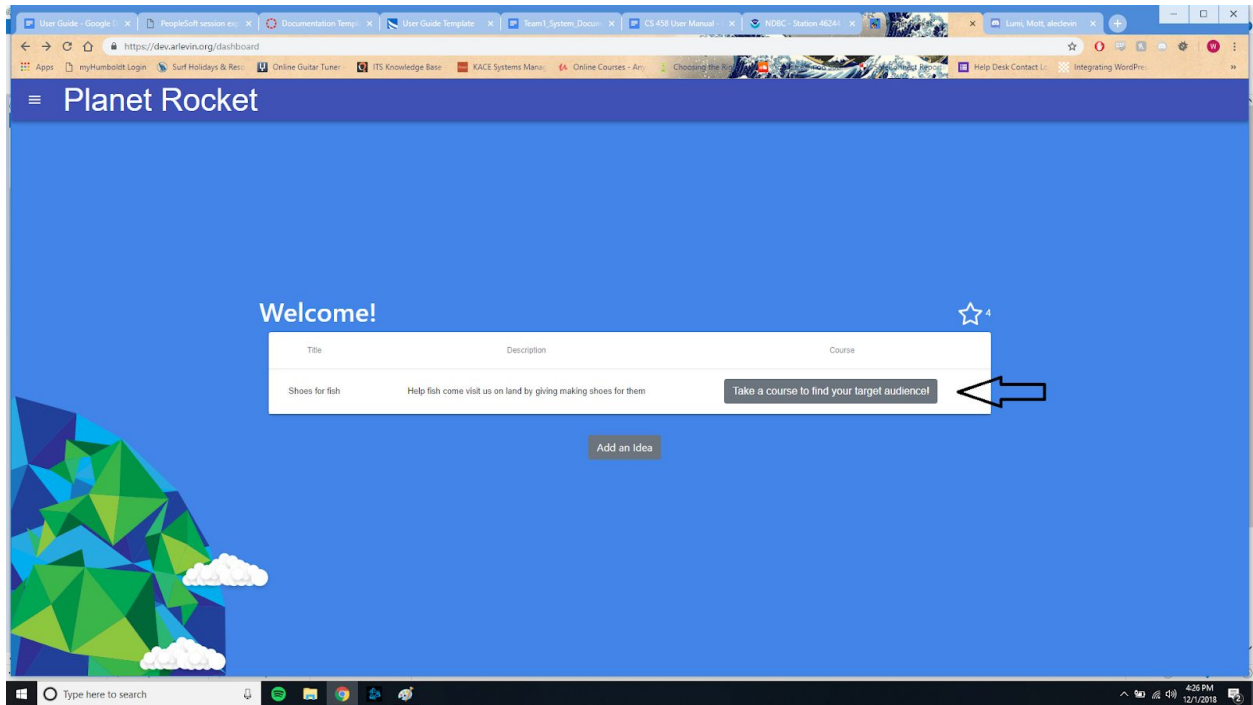
2. Enter in the idea name and description in the corresponding fields. Click 'save idea' when done



## 6.0 - Taking a Course:

(Note: You can only take a course after you have created at least 1 idea)

1. In the idea list, click the 'take a course to find your target audience' button to start the course



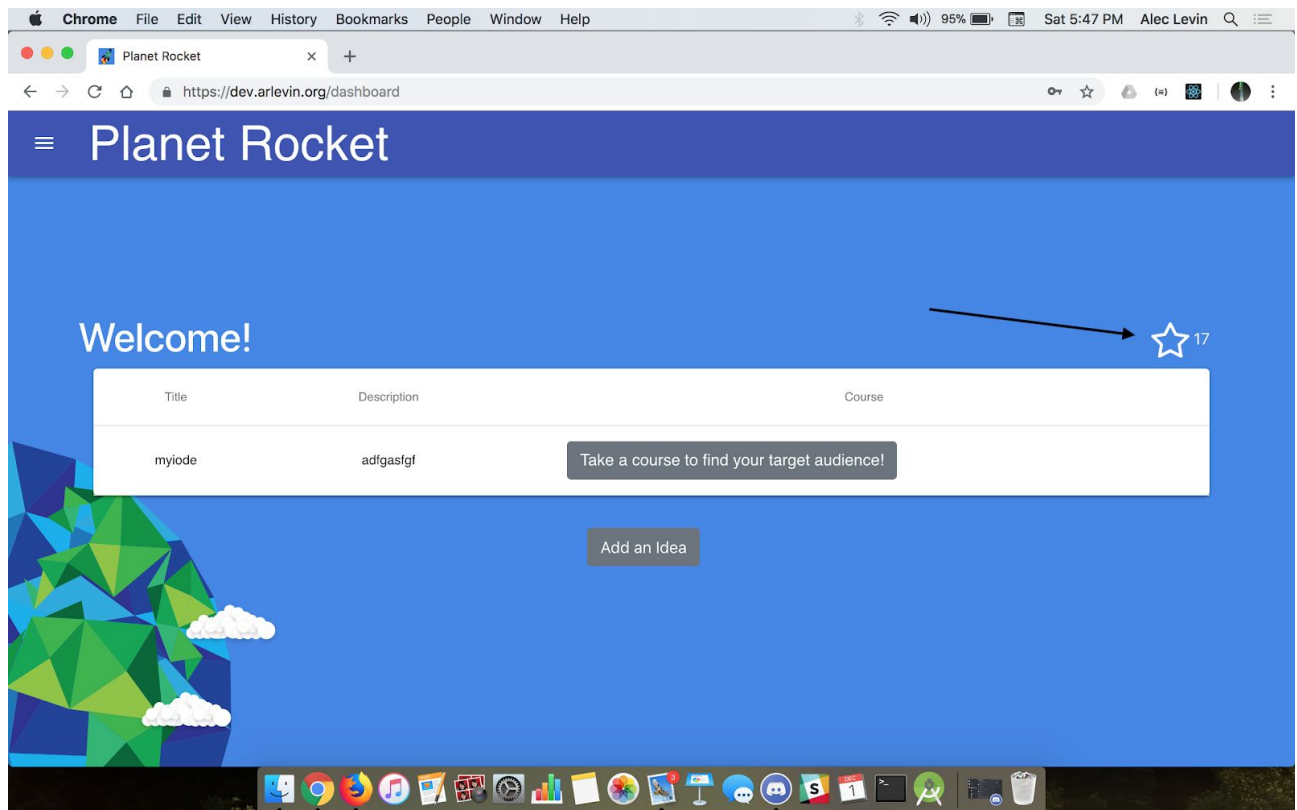
2. Read the slides, input any requested information, and then press the 'continue' button when you are ready to proceed to the next slide or 'finish course' to finish the course

The screenshot shows a web browser window with a blue background and a white form titled "Develop your idea!". The form contains the question "Is your idea for a Non-Profit or For-Profit company?". Below the question are two radio buttons: "Non-profit" and "For-profit". The "Non-profit" radio button is selected. To the right of the radio buttons is a green "Continue" button. A white arrow points to the "Non-profit" radio button, and another white arrow points to the "Continue" button. The browser's address bar shows the URL "http://dev.arlewin.org/canvas/hftCourse". The Windows taskbar at the bottom shows the search bar and several application icons.

The screenshot shows a web browser window with a blue background and a white form titled "Who are your customers?". The form contains the question "Who are your customers?" and a sub-question "Please indicate who your customers are:". Below the sub-question is a text input field containing the word "fish". To the right of the input field is a green "Finish Course" button. A white arrow points to the "Finish Course" button. The browser's address bar shows the URL "http://dev.arlewin.org/canvas/hftCourse". The Windows taskbar at the bottom shows the search bar and several application icons.

## 7.0 - Gamification and Incentivization

1. As you add ideas, you will be rewarded with stars to make the experience more fun and incentivize you to continue using and return to the site.





2. As you take courses, you will be rewarded with stars to make the experience more fun and incentivize you to continue using and return to the site.

