

Phase 4: Prototyping

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COMP 3451

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Prototype Setup

Before this prototype can be run and tested, there are several dependencies that need to be added and softwares that need to be downloaded. The technical framework of the prototype uses react native and expo for the frontend and Firebase Firestore and Firebase Authentication for the backend. The installation of packages and softwares will be done on the mac operating system but installation on windows and other operating systems follow the same methods, just use different names for the commands.

Instruction guide

1. Prerequisites

- a. Node and npm
 - i. Please ensure Node.js is installed on your computer. You can download it from <https://nodejs.org/>. npm is included with Node.js. Follow the installation instructions for your operating system.
 - ii. Open your terminal or command prompt and run the following commands to verify node has been installed : `node -v` `npm -v`
- b. Expo CLI
 - i. Install the Expo CLI globally using the following command in your terminal:
`npm install -g expo-cli`

2. Project Setup

- a. Get the code
 - i. Extract the zip file to a directory on your computer
- b. Install Dependencies
 - i. Run `npm install` to install dependencies
 - ii. **Critical:** Ensure all the dependencies are installed to run the program

3. Run the app

- a. Start server
 - i. In the terminal, navigate to the directory the project is in and run: `npx expo start`. You should see a QR code displayed.



```

gesimorris-odubo@Gesis-MacBook-Air HealthReminderApp % npx expo start
Starting project at /Users/gesimorris-odubo/HealthReminderApp
Starting Metro Bundler



> Metro waiting on exp://10.50.96.122:8081
> Scan the QR code above with Expo Go (Android) or the Camera app (iOS)

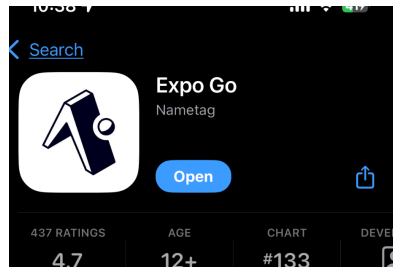
> Using Expo Go
> Press s | switch to development build

> Press a | open Android
> Press i | open iOS simulator
> Press w | open web

> Press j | open debugger
> Press r | reload app
> Press m | toggle menu
> shift+m | more tools
> Press o | open project code in your editor
> Press ? | show all commands

Logs for your project will appear below. Press Ctrl+C to exit.
  
```

b. Run on device or emulator

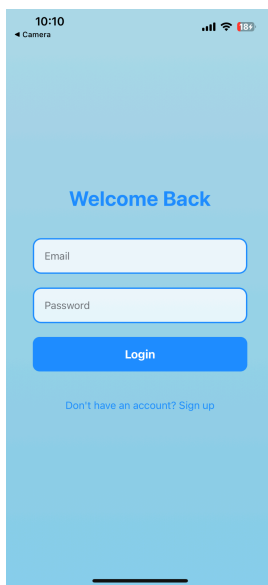


- i. Either download the Expo Go app on your Android or IOS device and scan the QR code displayed in the terminal or use an Android emulator or iOS simulator. You can run the app on the emulator by pressing 'a' (Android) or 'i' (iOS) in the terminal.

4. Navigating the app (Read the README.md for more information)

a. Authentication

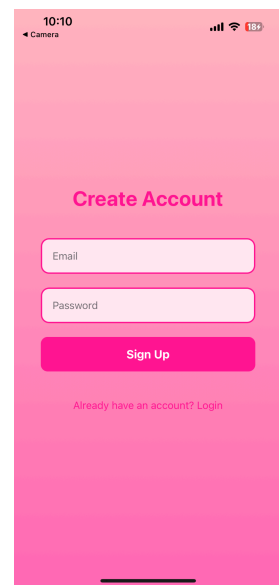
i. Login

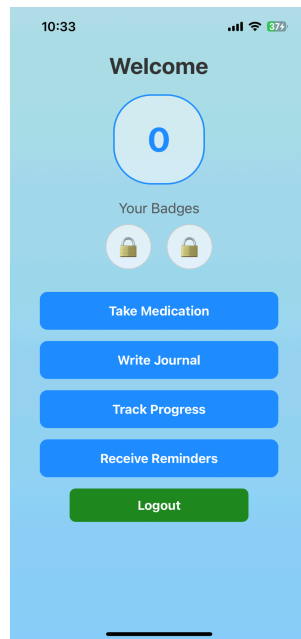


1. Once the app is run, the first screen the user sees is the login page. It has fields for "Email" and "Password" and a "Login" button.
2. If you have created an account, you can enter your email and password here and click login to be redirected to the home screen. If you don't have an account, tap the signup button. This will take you to the signup page.

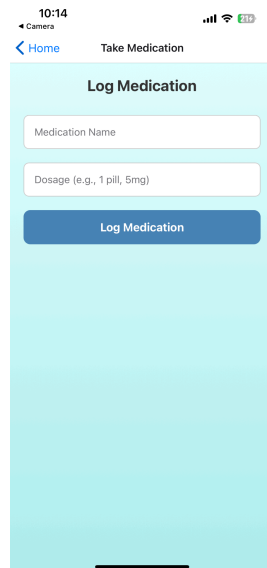
ii. Signup

1. The Signup Screen has fields for "Email" and "Password" and a "Sign Up" button.
2. To create an account, enter your desired email and password then click the signup button. (Password must be 6 characters) You will be redirected to the login page where you can now log in with the same credentials



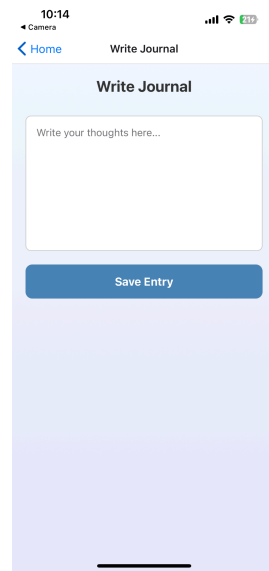
b. Home Screen

- i. The home screen displays a welcome message, a progress indicator, and buttons for navigating the app's main features.
- ii. You can logout of your account by clicking the logout button. This will take you back to the login page and sign you out.

c. Take Medication

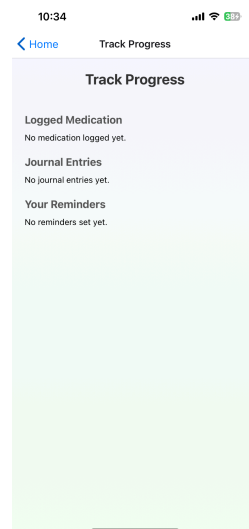
- i. The take medication screen has fields for the medication name and the dosage. Once the name and dosage are entered, you can tap the log medication button which saves the medication log and returns you to the previous screen.

d. Write Journal



- i. The write journal screen has a large text input area for writing your journal entry.
- ii. Once the journal entry is written, you can click save entry which saves the journal entry and returns you to the previous screen.

e. Track Progress



- i. The track progress screen displays lists of your logged medications, journal entries, and set reminders under their own separate heading.
- ii. If there is nothing saved, you will see “No medication logged/journal entries/reminders set yet” for the specific heading.
- iii. If there is something saved you will see the data.

- iv. Each item on the list has a trash can icon next to it, to delete an item tap the trash icon. A confirmation message will pop up tap delete to confirm or cancel to abort.

f. Receive Reminders

- i. The receive reminders screen has fields for the reminder description, time, and day. To set a reminder, enter the description of the reminder (cannot be empty). Select the day of the week for the reminder from the Day dropdown menu. Enter the time for the reminder in the "Time (e.g., 8:00 PM)" field. (Example: "8:00 AM", "3:30 PM"). Tap the set reminder button, a confirmation message will appear
- ii. **Important Note:** Notification delivery depends on your device's settings and may be subject to delays or limitations imposed by the operating system.

5. Troubleshooting

- a. If using your own device for the emulator, make sure the device is connected to the **same internet** as the computer you are using to run the project
- b. Ensure that you have granted notification permissions to the app in your device's settings.