

SiQuoia

(Simple Intelligence Quotient Increasing Application)

Deployment Guide and User Manual

Version 1

1 December 2013

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Revision History

Date	Description	Author
2 December 2013		SQ03

1. Introduction

1.1 Overview

SiQuoia is an Android quiz application that will provide end-users with an interface to create their own personal user account, participate in quizzes, submit new questions for quizzes, and make transactions with a form of in-game currency.

1.2 Purpose

The purpose of this document is to explain and layout the process in which to obtain, compile and execute the SiQuoia quiz application using the Android Emulator and Eclipse IDE.

1.3 Required Specifications

Operating System	Android 4.0 or higher
Hardware	Any Android device running the required OS version
Processor	1 Ghz CPU or higher recommended
Internet Speed	WiFi/4G LTE/3.5G/3.5G

2. Setting-up Development Environment

2.1 Obtaining the IDE

1. Go to <http://developer.android.com/sdk/index.html#download> and download android SDK. Choose either 32bit or 64 bit depending on the type of OS you have.
2. After downloading has completed, extract the zip file in any file directory.
3. Go to the file directory, and double click the eclipse.exe.

2.2 Configuring the Android SDK

The Android SDK must be configured to use Android 4.0. Follow the steps below to obtain the correct SDK:

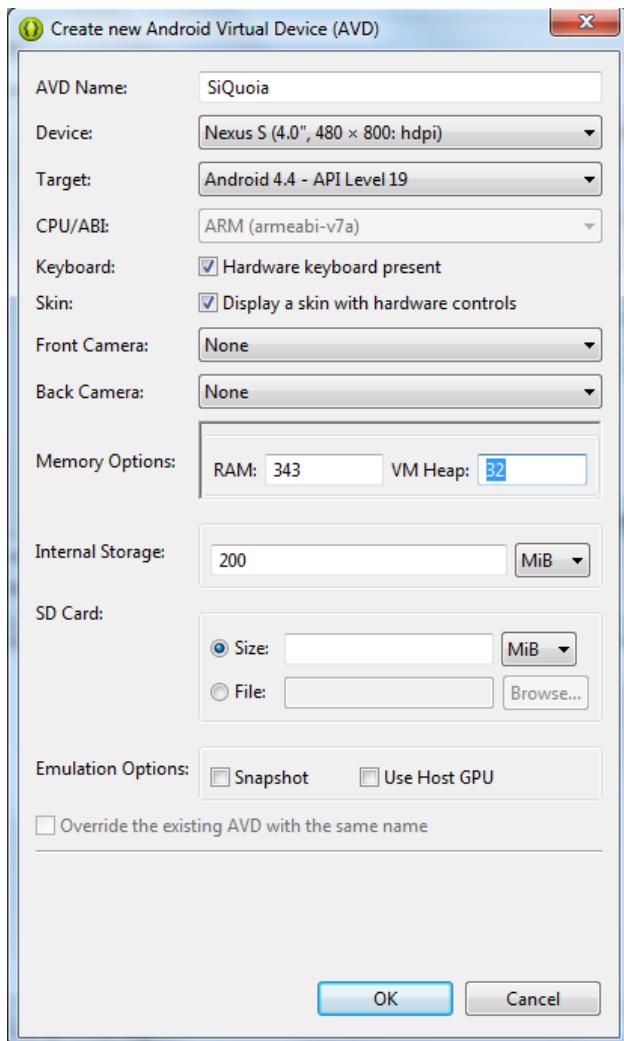
1. Click on the Android SDK Manager button () under “Window” on your toolbar.
2. After the Manager loads, you should see the Android SDKs listed by their API number. Check the checkbox next to Android 4.0 (API 14). You may expand API 14’s package and deselect the ‘Samples for SDK’ if do not wish to use them.
3. Simply press the ‘Install packages...’ button at the bottom of the window. A new window with the License agreement. To accept the License agreement click the ‘Accept License’ radio button. Then click ‘Install’ button and the SDK will start downloading.
4. Do not close the window until the SDK manager has finished downloading the SDK.

After the SDK has finished, you will have configured the Eclipse and Android SDK with the correct packages.

2.3 Configuring a Virtual Android Device

After setting-up the Eclipse IDE with the Android SDK you follow the below steps to create Android Virtual Device (AVD):

1. Click the button under “Window” on your toolbar that opens the Android Virtual Device Manager () .
2. A small window should appear with two tabs: Android Virtual Devices and Device Definitions. When you have the Android Virtual Devices tab open it should list all the AVDs that are ready to be used on your system. If there is no devices listed, click the ‘New...’ to create one.
3. A new window should appear, with many options to create a new device. To create a functioning AVD on for SiQuoia, please choose a device that will support Android 4.0. (ex. Nexus S) Look to the below image to see an example. If you are running a computer in Windows, it is suggested to define a device with low resolution (480 x 800) and low memory (less than 759 mb of RAM), in order to create a functional AVD. Press the ‘OK’ button when finished.



4. You should now see the AVD you just created listed in the Android Virtual Devices tab. Ensure that there is a green check mark next the name of the new created AVD. If there is a red 'X' instead, click on the the device and then the 'Details' button to troubleshoot and view errors and try to make another AVD using step 3. You can now close the window.

You should now have a Android Virtual Device ready for use. When running the project this device should start automatically. Read 'Compiling and Running Project' for full details.

2.4 Configure Hardware Devices

If you plan on using a hardware device to test directly:

1. On device go to ‘Settings’.
2. Go to ‘About’ phone and tap ‘Build Number’ until the “You are now a developer” alert pops up.
3. Next go back to ‘Setting’ and select ‘Develop options’.
4. Check the ‘USB Debugging’.
5. Plug phone into computer using a USB cord.
6. Follow remainder of document to obtain, compile and run the code.

Alternatively, you can run the application on device by putting and installing the generated apk file on a hardware device. See section 4.

2.5 Obtaining Code

If you don't already have the SiQuoia project code, it may be obtained via Github by following the steps below:

1. Go to <https://github.com/tinrap/SiQuoia.git>
2. On right hand side, click the “Download Zip” and extract the zip file to a desired directory.

2.6 Importing Project into Eclipse

1. Click file at the top left corner and choose import.
2. Select “Existing Android Code Into Workspace” below “Android” folder and click next.
3. Browse to the SiQuoia project to where it was downloaded.
4. Check the “Copy projects into workspace” and click Finish.

Note: If package is named “SiQuoiaSplashActivity”, rename it to “SiQuoia”

2.7 Compiling and Running Project

1. Navigate through the “SiQuoia” package and go into “SiQuoiaQuestionActivity.java” class
2. If there is an error, Highlight the error and click on “Add unimplemented methods” to fix the error. Click save.
3. Right click “SiQuoia” below Package Explorer and choose ‘Run As’ and click “Run as Android Application”.
4. Select the existing Android Virtual Device or plugged in hardware device and click ok.
5. There will be a tutorial for first time running the Android Virtual Machine.
6. Once tutorial is completed, quit the android virtual machine and run it again.
7. Please give the virtual machine some time to load the SiQuoia application.
8. Start using the SiQuoia application once it is loaded.

4. Installing SiQuoia using APK file

1. Place the APK file on your android device (using email, usb, or any other method).
2. On the device, go to Settings.
3. Click “Security” at left column.
4. Check the “Unknown sources” checkbox.
5. Open 'FileManager' app and find and click on the SiQuoia.apk file. It should be under your Download folder if you used the email method.
6. Install SiQuoia.

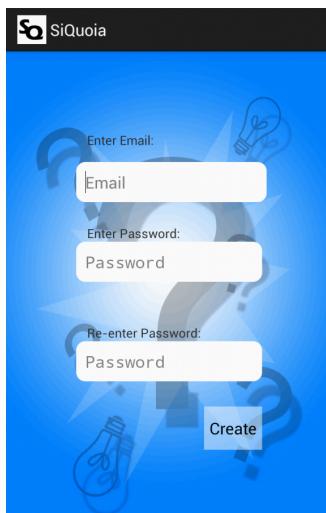
5. User Manual

This section will give users step by step instructions on how to navigate through SiQuoia quiz application.

5.1 Creating a User Profile



1. Click on “Create New Account” near the bottom of the screen to create a new user.

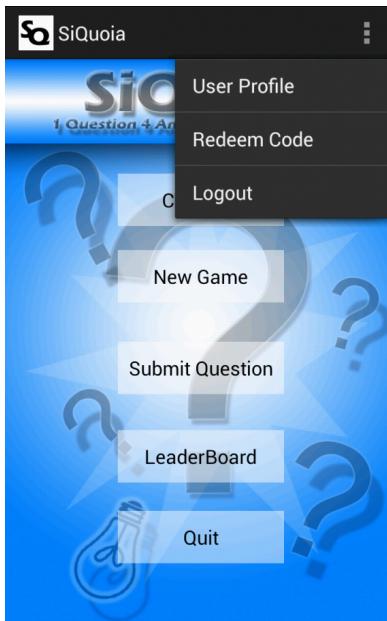


2. Enter an email and a password for the new user.
3. After entering an email address and desired password, select the “Create” button near the bottom and your new user profile will be created and ready to use.

5.2 Logging In and Out



1. Enter user's email and password and click the "Login" button underneath the password textbox to log in.

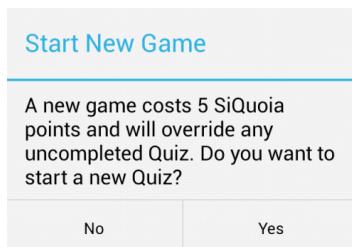


2. To logout, click on the menu icon in the upper right-hand corner, and select "Log out" from the drop-down menu.

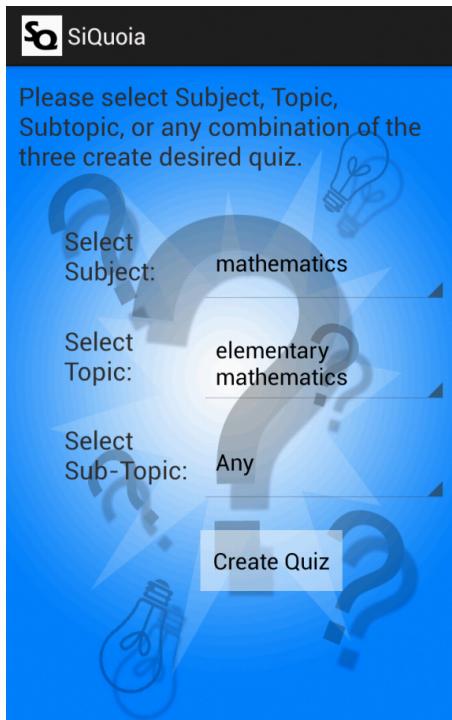
5.3 Starting a new quiz



1. After a new user has been created, the user will select “New Game” from the main menu.



2. A prompt will appear informing that a new game will cost 5 SiQuoia points and will override any uncompleted quiz, and will ask for confirmation before starting a new quiz.



3. After selecting “Yes” to the previous prompt. The user will be presented with 3 drop down menus where the user can select up to 3 levels of specificity subject, topics and sub-topics.
 - a. If the user selects only the first 2 levels of specificity of questions, a quiz will be generated consisting of a subset of questions that fall within the domain specified by the users choices.
4. Upon selecting the desired subject, topic, and sub-topic, the user will select “Create Quiz” to generate a quiz packet, and the user will then immediately presented with the quiz.

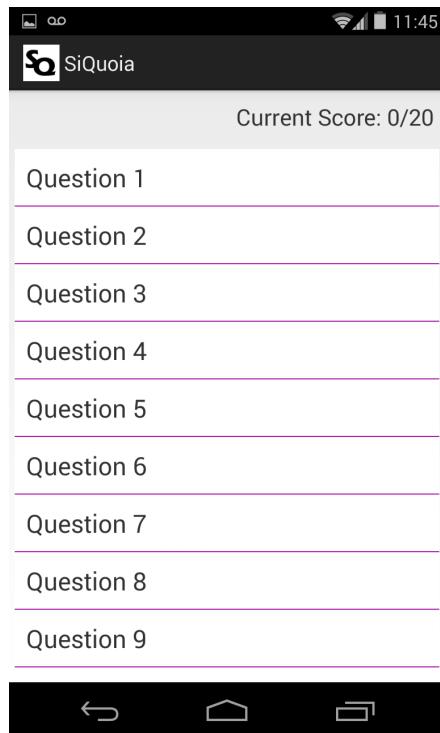
5.4 Continuing a Quiz



Upon starting SiQuoia after a user has a quiz currently in progress, the user can select “Continue” from the main menu in order to resume their currently in progress quiz from their previous session.

5.5 Taking a Quiz

1. Continue or start a new quiz



2. Select the next question from the list presented.

SiQuoia 11:45

Current Score: 0/20

Question 2:

The word foster most nearly means:

to shift back and forth with uncertainty
a state of extreme disturbance
well thought of
to promote the development or growth of

← ⌂ ⌃

Text Question

SiQuoia 11:18

Current Score: 1/20

Question 9:

```
graph TD; SM[Senior Manager] --- PM1[Project Manager]; SM --- PM2[Project Manager]; SM --- PM3[Project Manager]; PM1 --- PT1[Project Team<br/>(Finance, Software, Testing, Sales)]; PM2 --- PT2[Project Team<br/>(Finance, Software, Testing, Sales)]; PM3 --- PT3[Project Team<br/>(Finance, Software, Testing, Sales)];
```

What is shown in Image?

Function-Oriented
Matrix Organization
Project-oriented
None of the above

← ⌂ ⌃

Picture Question

SiQuoia 11:18

Current Score: 0/20

Question 3:

Answer Based On Audio.

Maintenance
Planning
Requirement Analysis
Implementation

← ⌂ ⌃

Audio Question

SiQuoia 11:19

Current Score: 2/20

Question 14:

What is shown in Video?

Agile
Spiral
Iterative
Waterfall

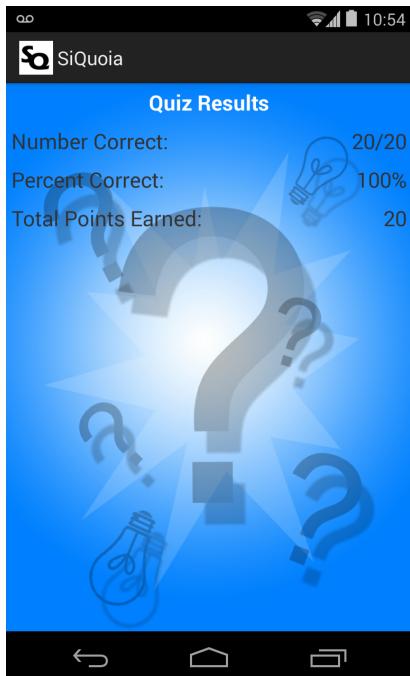
← ⌂ ⌃

Video Question

3. Answer the Text, Picture, Audio or Video question. Example of each type of questions are displayed above

** Note: Video questions may not properly work when the app is run from an Android Emulator, due to the limitations of the Emulator.*

5.6 Completing a Quiz



1. After completing a quiz, the results of the quiz will be displayed.

** Note: if a user tries to continue an already completed quiz, they will be taken to this screen.*

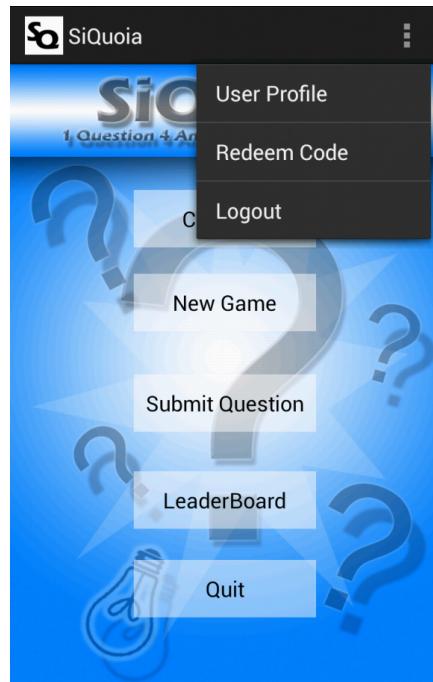
5.7 Leaderboard

The image shows a digital leaderboard titled "Top Correctly Answered Questions". The background features a blue gradient with large white question marks and lightbulbs. The questions are listed vertically on the left, and their scores are on the right. The questions and scores are:

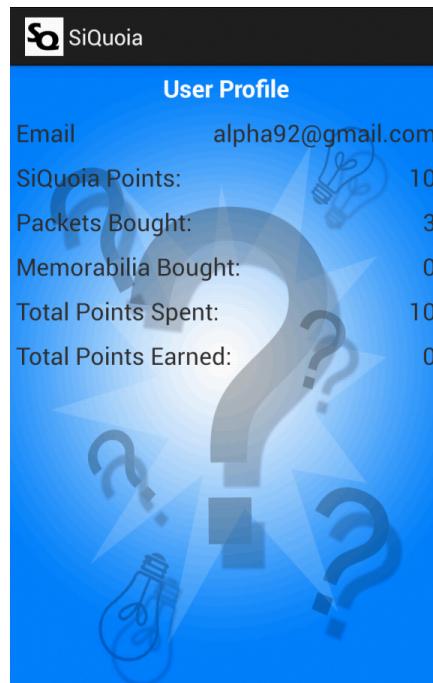
Question	Score
1. $11 + 11 =$	10
2. $7 + 8 =$	9
3. $14 + 22 =$	8
4. $3 + 0 =$	7
5. The comedian won ____	7
6. $23 + 17 =$	7
7. $2 + 4 =$	7
8. I can ____ to the fact that he	6

Click on the “LeaderBoard” in Main Menu screen to view the leaderboard of the top 20 correctly answered questions.

5.8 User Profile

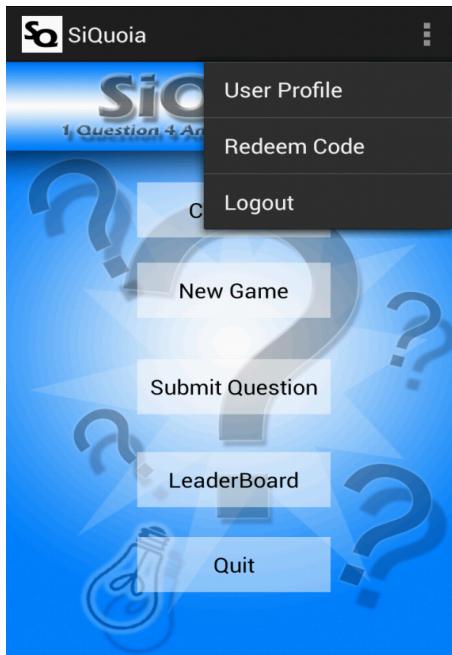


1. On Home Screen, click on the drop down menu in the upper right-hand corner.

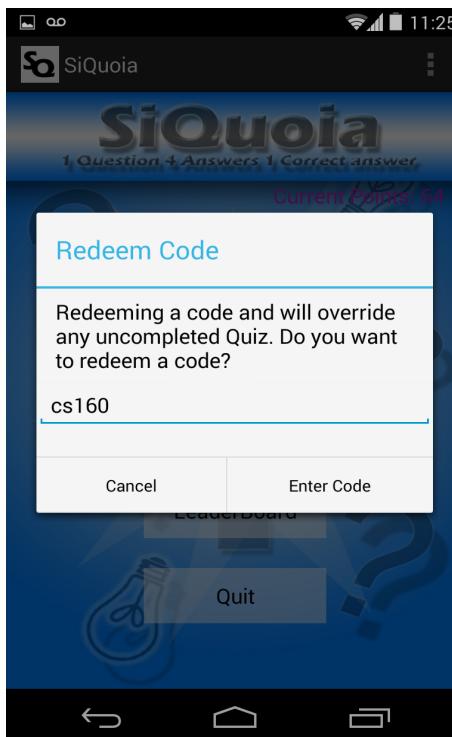


2. Click on “User Profile” to access user’s profile to get User Profile screen shown above.

5.9 Taking a Branded Quiz



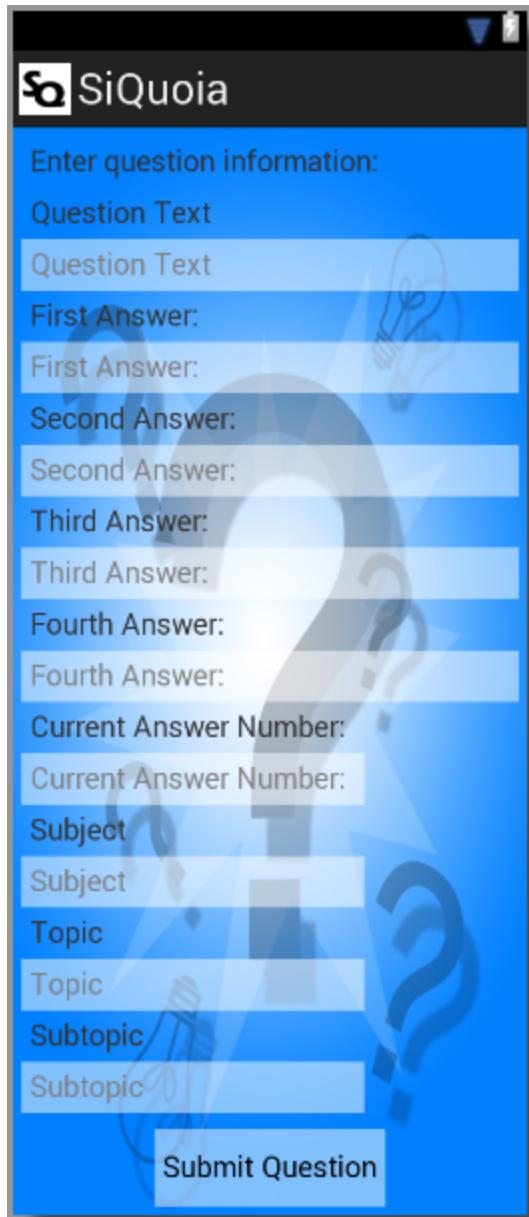
1. Click on the drop-down menu in the upper right-hand corner to redeem Branded quiz packet.



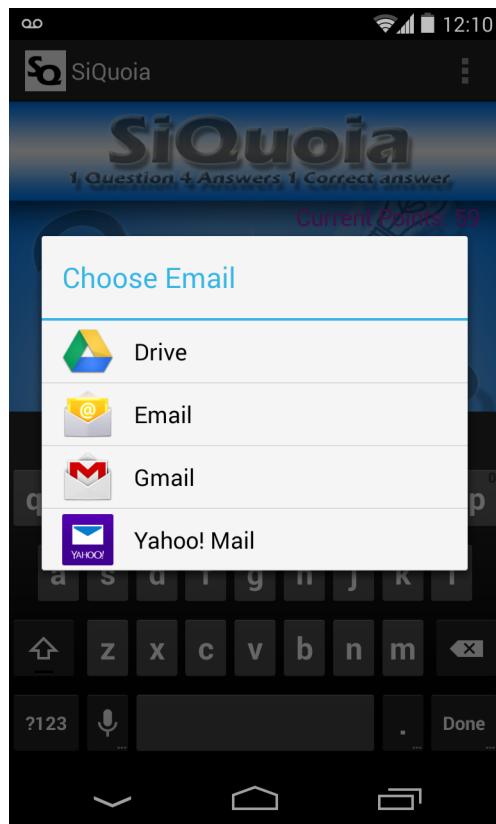
2. Enter a valid code and press "Enter Code" to redeem a branded quiz packet.
 - a. Example Branded Packet: Use code "cs160"

5.10 Submit Question

1. Select “Submit Question” from the home screen.



2. Enter all fields and click the Submit Question button



3. Select Email client.
4. Send Email.

Note: If running SiQuoia from an Android Emulator, please create an email account by going to Android Settings before trying to submit a question.