



# Reclaim High-Fidelity Prototype README

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## Tools Used

We built our prototype using [Vue.js](#) and compiled it for the native iOS runtime using [Capacitor.js](#). We then used Apple's Xcode to run and debug our app on an iPhone. We used [a17t](#) and [Tailwind](#) as style utilities.

## Operating Instructions

Our high-fidelity prototype is designed for the iPhone 11/12. To run our prototype on a phone or on a simulator, you will need a Mac computer and Xcode.

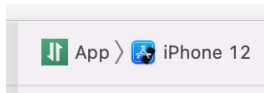
If you are a member of the CS147 Educational Team, you can download a signed IPA file at the following link:

[https://drive.google.com/file/d/1mq8Ju9Lu95fuAjo74x4BxVK0oGS0q\\_9L/view?usp=sharing](https://drive.google.com/file/d/1mq8Ju9Lu95fuAjo74x4BxVK0oGS0q_9L/view?usp=sharing) (the IPA is also available on our team's website)

Alternatively, you can download the source code and run yourself manually using the following instructions:

1. Download the prototype from <https://drive.google.com/file/d/1kwf-TIET6PStf0rA2l6ntMgYXNTC1Tab/view?usp=sharing> and unzip the folder.

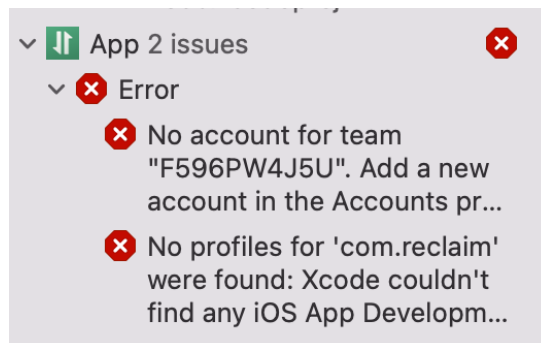
2. Open the 'ios' subdirectory, then open the 'App' folder in Xcode. (*Do not* open the 'App' folder and click on 'App.xcodeproj'; this will not work!)
3. Choose the Reclaim app and the desired target device from Xcode's "Device" menu. If your phone is configured for development, it will be visible in the dropdown menu highlighted below.



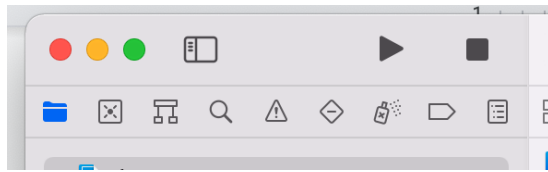
4. Press the "Play" button to the left of the dropdown to compile the app and start running it on the chosen device.
5. If you try to run Reclaim on your actual iPhone, you may run into difficulties getting the app to run. These issues are typically a result of iOS's strict rules about running apps not distributed through the app store. Note that this is not an issue when running on the simulator, and these steps are not unique to Reclaim. To troubleshoot, try the following steps:
  - a. If the build fails, click on the error icons in the status menu (shown below) to open the issue panel.



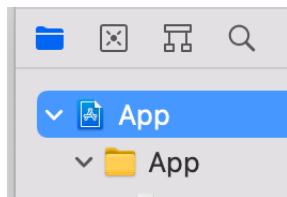
- b. In the left panel, you will probably see errors that look (approximately) like this:



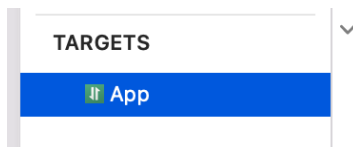
- c. To fix these issues, click on the folder icon in the top left of Xcode (shown below in blue).



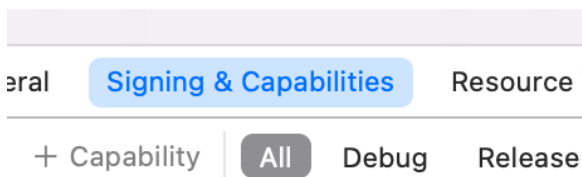
- d. Then, click on the top-level “App” entry directly beneath (shown below in blue).



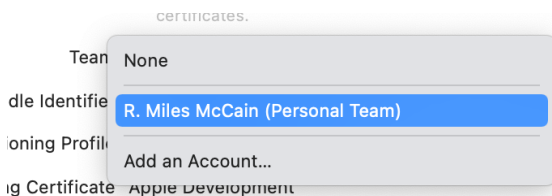
- e. Now, in the central panel, click “App” under “Targets” (shown below in blue).



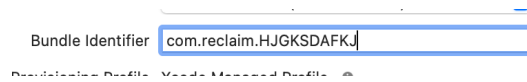
- f. Now, click on “Signing and Capabilities” in the top bar of the central menu.



- g. Open the “Team” dropdown and select your personal account. If no team is shown, select “Add an Account.”



- h. Change “Bundle Identifier” to a random string of the form “com.reclaim.RANDOM”. For example:



- i. Click on the “Play” button on the top of the window again. The app should run on your phone. If it doesn’t, you may not have development mode enabled on your iPhone, or your iPhone may not be properly registered with Xcode. Try following [this guide from Apple](#) and looking at [this StackOverflow thread](#). You will likely need to go into your phone’s settings (inside General > Device Management) and accept your computer’s profile.

## Hard-coded Elements

The app is built such that after a user logs out the app is reset to its initial state. There is no cloud database, and some entries are pre-written (sample posts, notifications, and offers) to showcase all existing task flows. However, the user may still create new posts, post replies, update their account info (including the profile image), and these updates will persist from session to session until the user logs out.

## Limitations

Given that our app does not have a cloud database, it is not possible to interact with other real users (i.e., the posts and offers created by another user will not be visible). The authentication is also simulated—whatever password is entered during the sign-up flow is irrelevant since all information will be restored to its default state after logging out.

Similarly, the distance filter on the Requests page is non-functional; it exists simply to illustrate what the feature *would* look like if we incorporated proper geolocation.

There is also currently a small bug on the Account view that sometimes causes your updates to not be immediately shown. If you experience this issue, just navigate to a different view and navigate back to the Account view. Then, your changes will be visible. This bug is only present on particular versions of iOS.

iMessage has a bug that causes conversations with phone numbers that do not exist to stall and to show up as “No Name”; because the phone numbers in our app are not real, you may encounter this issue after pressing the “Message the seller”/“Message the buyer” buttons. You can exit iMessage simply by clicking the “< Reclaim” button in the top left, or by manually returning to the app. Additionally, because the phone numbers are not real, you will not be able to actually message the users in iMessage.

Finally, because some of our ‘Wizard of Oz’ interactions are randomized, you may see the same message repeated from different buyers or sellers (including within the same request).