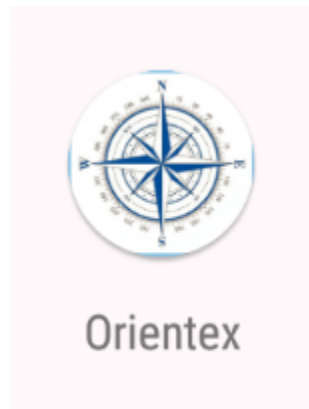


# **Orientex**

## **User Manual**



Jem Ramsey, Chris Kolmetz, Benjamin Sauter & John Butler

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Date

Course Number & Name

Instructor's Name

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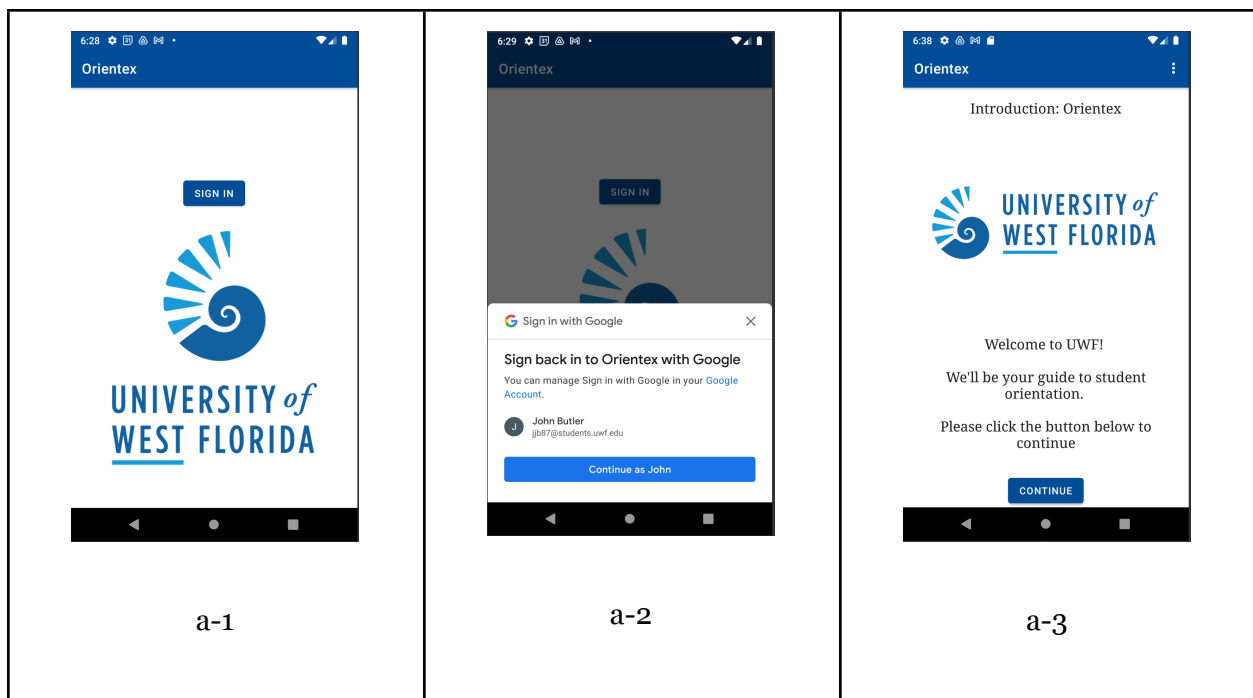
## 1 Features, Functions, and Capabilities

- The ability for a user to login to the app through their student google account
- The ability for users to scan QR codes associated with a specific location within Hal Marcus Building of Science and Engineering
- The ability for users to take a short quiz at the end of the application to test their knowledge of the aforementioned locations

## 2 Walk-Throughs

Here we will provide a short walkthrough of the application along with some images for reference.

1. The user will launch the application from their phone and will be presented with our sign-in screen as seen below in figure a-1. They will then choose the Google account to login with and proceed to the introduction screen (figure a-3)

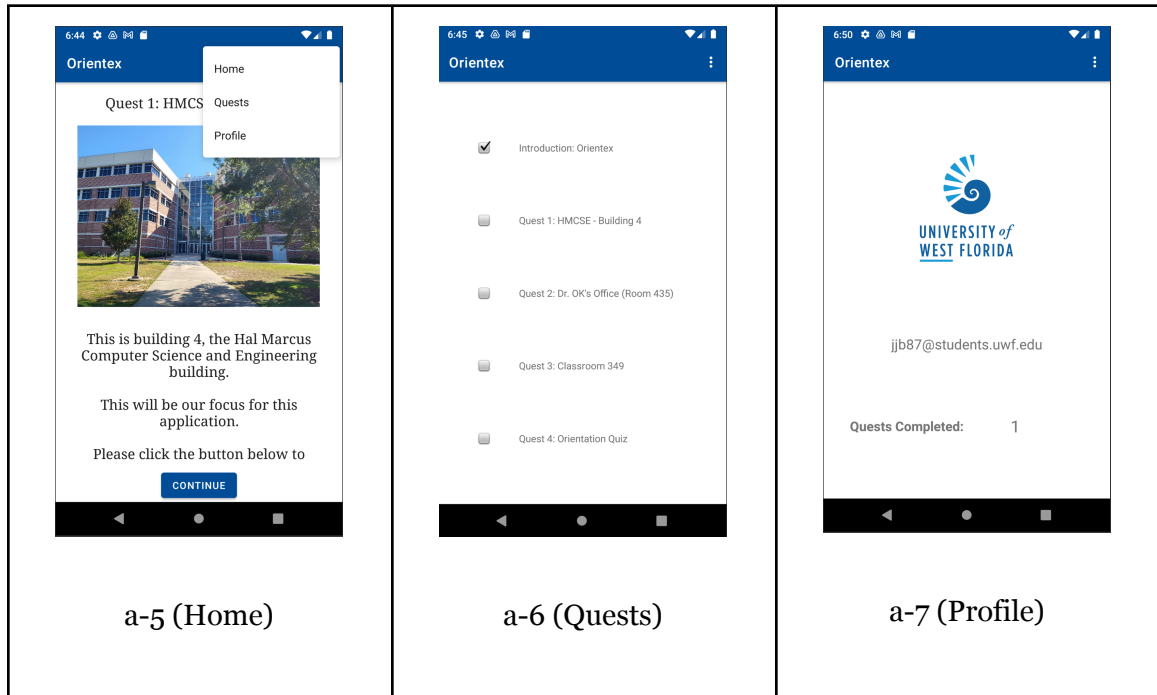


2. Upon successful sign-in and continuing through the introduction screen, the user will then be brought to the first quest of their journey (figure a-4).



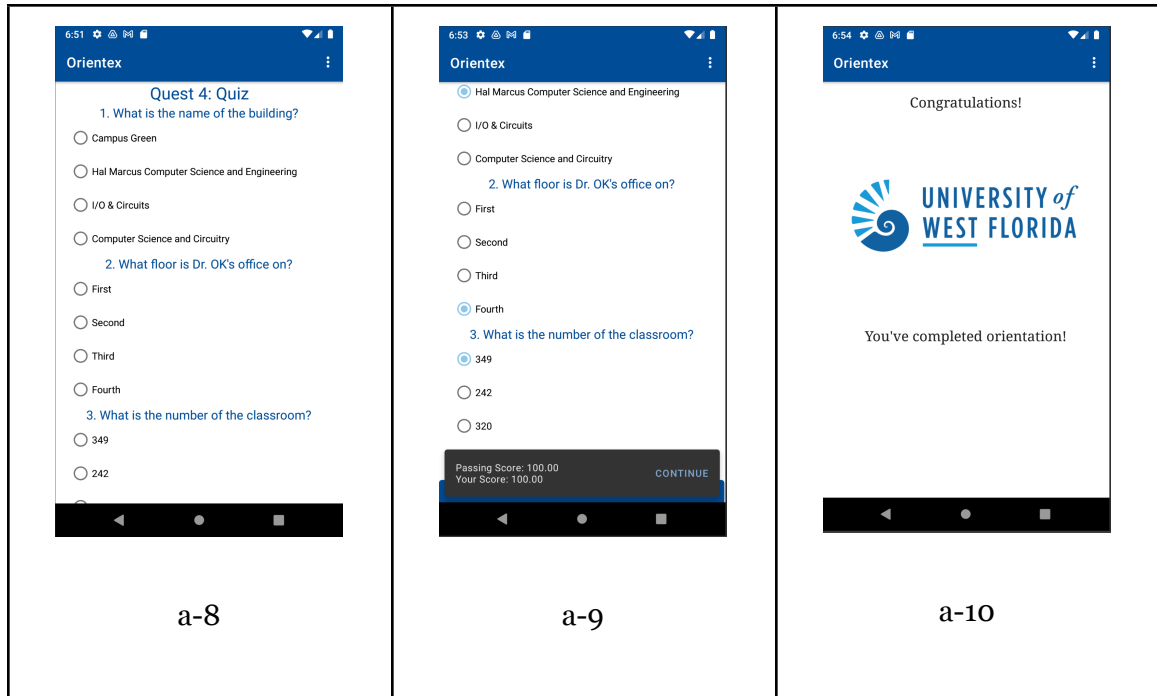
a-4

3. Here are some quick views of the options available from within the 3 dot menu:

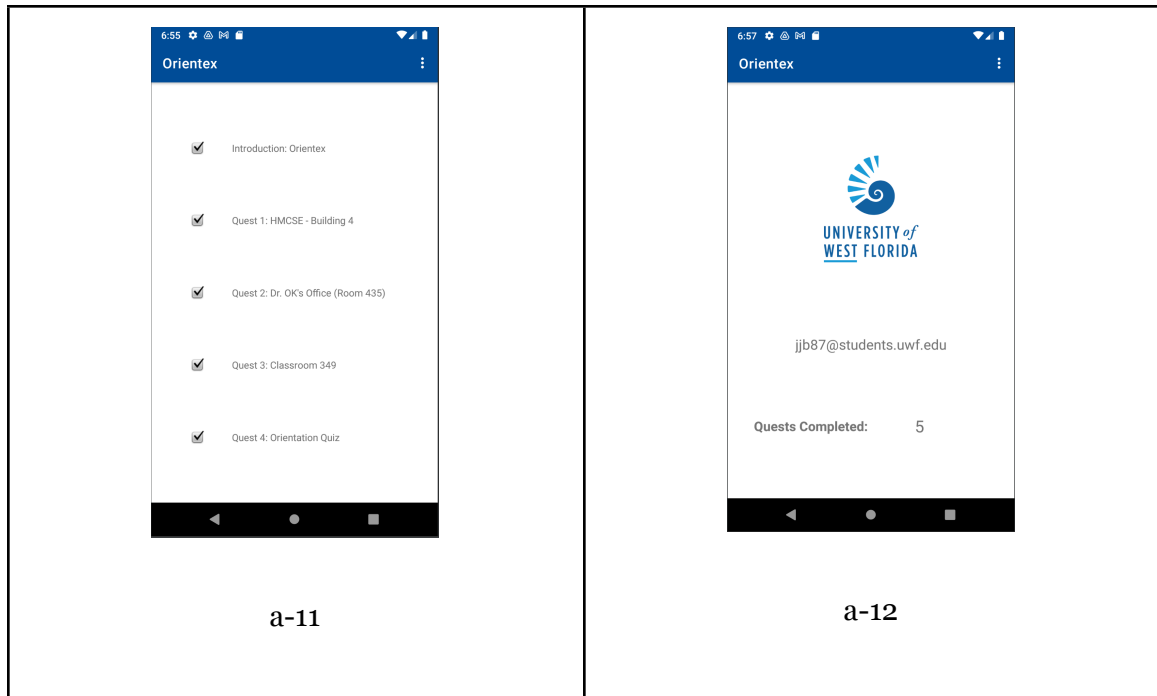


(The home option will return the user back to the current quest that they are on)

4. The user will progress through the various quests by scanning a QR code with their device's camera when they hit “continue” from the quest screen. This will continue until all quests have been completed and finally the user will be presented with a short quiz to validate the knowledge gained on their journey. After successfully completing the quiz the user will be prompted with their quiz score and then the final completion screen.



Below are additional views of the Profile and Quests screens after successful completion of all quests:



### 3 Installation Instructions

Easy Method -

1. Clone the Github repository to a local directory on your local machine.
2. Navigate to the Project\_Documentation folder and copy the app-debug.apk on to your PCs clipboard.
3. Connect your phone to the computer via USB
4. Navigate to your phones directory on your PC and paste the file into any desired location within the directory.



5. Unplug your phone and find the .apk file within the directory you placed it in.
6. Make sure you are signed into your Google account on your device. This can usually be found under settings > accounts
7. Install and launch the app by tapping on the .apk file

Hard Method - (ensure pc also has working webcam to use for scanning QR Codes)

1. Install the latest version of Android Studio at  
<https://developer.android.com/studio>
2. Install Java jdk 11 at  
<https://www.oracle.com/java/technologies/javase/jdk11-archive-downloads.html>
3. Clone the Github repository and open the project in Android Studio
4. Go to File > Settings > Build, Execution, Deployment > Build Tools > Gradle and make sure “Use Gradle from: “ is set to ‘gradle-wrapper.properties’ file. Also make sure that Gradle JDK is set to the embedded JDK. The embedded should default to 11.0.13 since you installed Java jdk 11 earlier.
5. In Android Studio, under the Device Manager tab on the right hand side of the screen, click on create device.
6. Select Pixel 3a and click next.
7. In the next window, “select a system image,” choose Pie. Pie should have an API Level of 28 and an ABI of x86. The target should be Android 9.0, click next.
8. Give the device any name you choose and click on Advanced settings.
9. Make sure you have a camera plugged into your computer. (Some cameras may not be compatible with Android Studio because they are too old, there is not a fix for this issue).
10. Under Advanced settings scroll down to camera and set “Back:” to Webcam 0.

11. Click on finish and wait for the emulator to install.
12. Boot up the emulator using the power button in the device manager and wait for the device to boot.
13. Pull down the menu from the top of the phone twice until you are able to see the settings icon. Click it and search for Accounts. Click add account and authenticate using a UWF google account.
14. Build the app by going to Build > Make project
15. Run the app by using the play button in the top right corner of Android Studio
16. IMPORTANT\*\*\* If Google one tap does not appear, wait a few seconds, and click the button again. If this does not work, restart the app and try again. If this still does not solve the issue, see troubleshooting section\*\*\*IMPORTANT

## **4 Frequently Asked Questions (FAQ's)**

*How do I sign into Orientex?*

A valid UWF email address is required in order to be authenticated into the application using Google Sign-In.

*How do I access different tabs (Home, Quests, Profile)?*

On the top right corner of the screen, click the button with 3 dots.

*How do I successfully complete orientation?*

To complete orientation a user must complete all quests and then the quiz must be completed with a score of 100.

## 5 Troubleshooting

1. Issue with Google One Tap not popping up
  - a. Click on Terminal at the bottom of Android Studio
  - b. Click the dropdown button and click on Git Bash
  - c. Within the Git Bash shell run the following command:  
  
./gradlew signingReport and send us the resulting SHA-1 hash. We will email you back once we put it in Firebase.
2. Issues with camera not being accessible through the emulator
  - a. Make sure the back camera is set to Webcam in the device manager.
  - b. If this does not work, the camera is not compatible with Android Studio, no other issues have been found.
3. Problems in code when launching app
  - a. The app is currently free of bugs. We had this issue happen a few times throughout development, opening and reclosing Android Studio usually solved this issue.
  - b. If the previous solution does not work, go to Build > Clean, Build > Rebuild, and Build > Make Project, in that specific order.
  - c. If there is still an issue, please email us.