Reader:

To use the Interactive Story Reader, please install the reader.apk on your android phone with android os over 2.3.3.

Click the button Load Stories to get all the stories currently available on the server.

Click on the top right button to see the stories just loaded and navigate through them.

To edit the code for the reader Cordova has to be installed. Instructions are below:

Steps to setup Cordova:

1. Install node.js
2. Install android sdk
   1. Install Apache ant
   2. Add bin folder to environment variable path
3. For OSX, install xcode
   1. Enable the command line tools for Xcode
4. Install Cordova

To add plug-ins it's done through the command line using Cordova commands.

To build you have to run "cordova run android" for Android (If you have a device connected) or "cordova emulate android".

The files to edit are the ones under www folder.

Editor:

To use the Interactive Story Editor, please install the editor.apk on your android tablet with android os over 4.0.3.

To add a new story click on the plus button on the top right corner.

To edit an old story, press it from the initial list.

To delete an old story, long press it from the initial list and click delete.

When the story is finished you can long press it and click upload to send it to the server, and then use the reader to download it.

To edit you need Android SDK installed as well as Android Studio.

The structure of the project is as follows:

* interactivestoryeditor
  + database: Files related to the database.
    - MySQLiteHelper: Main management of the database (Creation and Update).
    - DataSources: One class per table for its management. (Methods are self-explanatory)
  + model
    - Classes for the structure of a story
  + The rest is all related to Android. Merging the view to create a story based on the model and then storing the model on the database. Once stored it can be uploaded to the server.
  + All of the creations (story, chapter, interactions) are done in a different activity which is started with startActivityForResult() method and as a result the respective model instance is returned to the class who started it.
* The general flow of the app is the following:
  + Add a story
    - Click the plus button on the top right corner.
    - A request is made to the server to get an id for the story.
    - The basic story requirements are filled.
    - Add a chapter
      * Click the button to add a chapter
      * The basic requirements for the chapter are filled.
      * Add an interaction
        + Click the button to add an interaction
        + Choose which type of interaction
        + The basic requirements of an interaction is filled

For NFC

Possibility to write the NFC tag

For QR

Possiblity to save and share the QR code.

* + - * + Click the save button
      * The interaction is receive and its instance is placed as a parameter of the chapter.
      * Click the save button
    - The chapter is received and its instance is placed in the array of chapters of the story
    - Click the save button
  + The instance of the story is received and it’s stored in the database.
  + Upload a story
    - Long click any story
    - Click upload
      * A JSON is created from the database and sent to the server