Installation Guide and User Manual

To successfully install the Don't Dine Alone app please follow the instructions below:

1. Visit https://developer.android.com/studio/ to install Android Studio, scroll down to the "Android Studio downloads" section to download the appropriate package for your system
2. Visit https://github.com/tylerhu3/DontDineAlone, click the "clone or download" button to download the ZIP file for the project and unzip the project
3. Open Android Studio
4. Go to File->Open in the top left corner` then go to directory the project was saved in and open it
5. Connect your Android device to your computer, go to Run->Run 'app' or press Shift+F10
6. You will be prompted with a window named "Select Deployment Target", here Android Studio searches for devices to deploy the app on. Click on the Android device you have connected or if under "Connect Devices" says "<none>" click on "Troubleshoot" or "Don't see your device?" to resolve the issue
7. The app should now run on your Android device

To run the DoneDineAlone Server:

1. Make sure to have .NET Framework 4.5.2 or better installed on your system, if not download it here https://www.microsoft.com/net/download/dotnet-framework-runtime/net452
2. Navigate to the Server folder
3. Go to Dine\Dine\bin\debug\

4. Run Dine.exe and the server will start.

The following information provides help on how to use the Don't Dine Alone app:

Overview:

- Navigation
  - When opening the DontDineAlone app for the very first time, you will be prompted with the Login screen
  - Tap onto register button to be prompted to the Register screen, where you must enter in your UCSC email and password since the app is directed specifically for UC Santa Cruz students
    - You will not be able to register your account with any other type of personal email
    - If you have registered successfully, a notification will be sent to your UCSC email to confirm your account with the DontDineAlone app
    - If you accidentally clicked on register when you already have an account, tap the "Sign In Instead" button to be redirected to the Login Screen
  - Once you are logged in, you will be prompted with the Lobby screen where there are four buttons: "Edit Profile", "Logout", "Match Preferences", "Start Matching"
    - Logout: logs you out of the app and redirects you to the Login screen

- Start Matching: enqueues you to a set of users to be matched with, the button will then change to "Stop Matching" if you want to be dequeued from being matched
- Match Preferences: Set your own preferences
- Edit Profile: Allows you to make changes to your user profile

- Edit Profile:
  - After clicking on the Edit Profile button in the Lobby screen you will be prompted to the Edit Profile page
    - You are now able to customize your "display name" (the name other online users will view your profile name as), gender, and your spirit animal in the corresponding fields
    - On the sidebar are a list of avatars that you can scroll on the screen to select a personal avatar
- Match Preferences
  - After clicking on the Match Preferences button you will be prompted with a small window of a checklist to establish your preferences
    - First window is a checklist of the group sizes you prefer to dine with tap the checkboxes to add the group size then tap 'OK' when done or 'Cancel' to cancel changes
    - Second window is a checklist of your preferred dining halls tap the checkboxes to add the dining hall then tap 'OK' when done or 'Cancel' to cancel changes

- By default, when your preferences are not set all group sizes and all dining halls are on the checklist
- Matching
  - After clicking Matching, you will be entered into a queue to be matched based on your preferences
    - You may stop matching at any moment by tapping "Stop Matching"
    - Once you have found a match, you will be prompted to a chat room with the users you have matched with
    - Once you are in the chat room, you will be able to communicate with the other users to setup the meeting time and dining hall (this is also how you will be confirming your meeting with other users)
    - You can leave the chat room by tapping on the "Leave" button to cancel your meeting