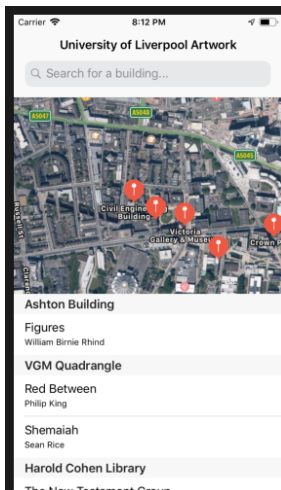


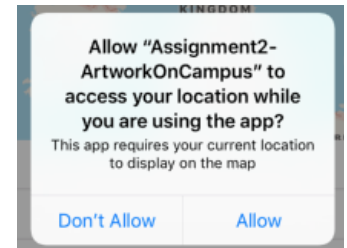
COMP327 - MOBILE COMPUTING

ASSIGNMENT 2 - ARTWORK ON CAMPUS

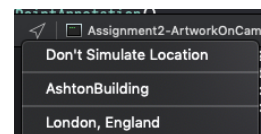
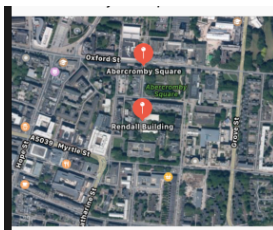
START-UP & USER LOCATION



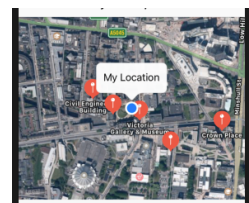
When the app first loads, the user is presented with a view that includes a search bar, map and table. Before this view, the user will be presented with a popup requesting access to their location (which is used to pinpoint this on the map).



The map is centred around the user's current location, but as the simulator is unable to replicate actual GPS, a custom location has been set up entitled 'AshtonBuilding' to simulate the user's location being the Ashton Building. If the map is not centred around the Ashton Building, it may look something like the below, with no indicator of the user's location. In this instance, you need to select the location icon in xcode (triangular icon shown below), and select 'AshtonBuilding' from the available list of options. The location icon should then turn blue.



When the location has been specified, the map will now be centred around the Ashton Building, and the blue dot on the map shows the user's location. When clicked on, it has the annotation 'My Location'. The table below the map will also be re-ordered so that the buildings closest to the user's location are presented first.



Before location known

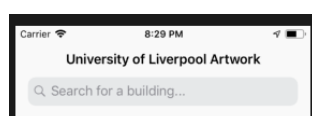
Rendall Building
Entrance
Maurice Cockrill
Abercromby Square
Liverpool Heroes Memorial Statue
Tom Murphy
Maths and Oceanography Building
Black Concrete Wall Relief
Eric Paskett
Five Panel Terracotta Mural

After location known

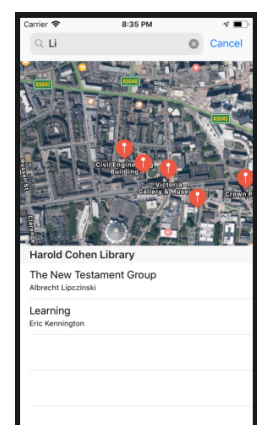
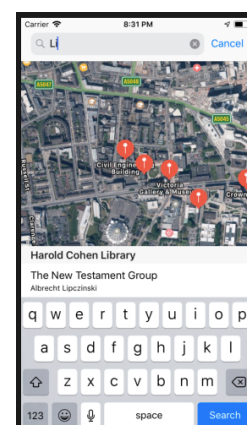
Ashton Building
Figures
William Birnie Rhind
VGM Quadrangle
Red Between
Philip King
Shemaiah
Sean Rice
Harold Cohen Library
The New Testament Group

For example, before selecting the location the table had the following order (see left, 'before location known'), and afterwards the order was updated (see left, 'after location known')

SEARCH BAR



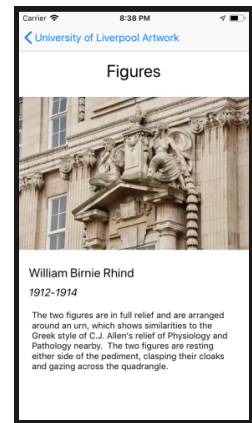
The search bar is located at the top of the view and allows the user to filter the table by building. For example, if the user begins to type 'Li' (with the intention of writing 'library'), the table will update to only contain buildings that include the string the user entered ('li'). When clicking 'search', the keyboard disappears and the full list of results can be viewed.



ARTWORK DETAIL VIEW

Clicking on a row in the table (or annotation on the map for a building that only contains one artwork) will show the user a more detailed view of that piece of artwork. If it is the first time the user has clicked on this piece of artwork, the image will be downloaded and then saved to core data. If they have viewed this piece before, the image and artwork information will be retrieved from core data, which saves time and means there is no delay in waiting for the image to be loaded into the view.

From this view, the user has the option to go back to the original view.



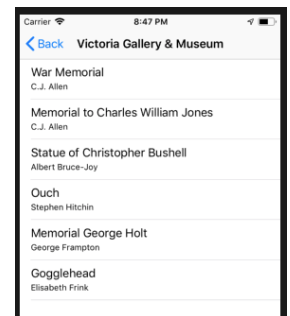
MULTIPLE ARTWORKS IN ONE BUILDING

On the map, there is only one annotation displayed for each building, no matter how many artworks are actually located there.



Please note, if the map is too zoomed out not all annotations can be seen as these are clustered together - you will need to zoom in to see all annotations. For example, only 5 annotations can be seen here (left), but when zoomed more are revealed.

If the user clicks on an annotation for a building that only contains one piece of artwork, they will see a more detailed view of that artwork (above). If the building contains multiple artworks, they will be displayed with a list of artworks (see right). If the user then clicks on any of the cells in this table, they will see a more detailed view for that piece of artwork (again, as above).



LANDSCAPE

Each of the views mentioned previously also have a landscape orientation.

