# userguide.png

RUN CHALLENGE APP

**USER GUIDE**

Li Li, LINDI ZHOU, DEWEI PAN

TEAM 004

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# Introduction and Purpose

*Give an overview of the purpose and content of this document. Summarise the app.*

We develop this app to calculate the time and track the user’s location. Users can compare run and reattempt previous ones to improve. We can understand the object orientation, persistent storage use of external APLs.

# App Features

*You should briefly discuss the application features and supported platforms.*

The Run Challenge will calculate the runner’s speed, distance and the time used. It also can show your position on the map. The deliverables of this app can record the speed, time and distance of the user, then calculate and display on the app. App can show the location of the user and can follow the users to move.

# Instructions for Use

*Describe how to use the various features of the app through detailed instructions and screenshots. You may break this into several section to explain different pages or sections of the app.*

1. How to start new run

On the top of the navigation bar, there an arrow in the right, click and begin your run challenge!

2. How to set the arrival

When you are in the new run page, you need to click generate, and you can get an new marker in the map, which is your candidate arrival.

1. How to begin the run

Click the begin and keep running until we reach arrival.

1. How to restart the run

Please come to the main page, and click the run you want to retry soon, the arrival and the start will be preset. Just begin your run!

# Known Bugs or Limitations

*Describe briefly any known bugs or limitations with the app.*

\* In the test, we found sometimes when we retry a run, if we don't complete the retry, when we begin a new run, it will be the status of "retry".

\* This app can't identify some special topography which can't run, so we may get an arrival in the lake or something others.