

# **User's Manual**

**for**

# **Stu-This-Card**

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## User's manual

### Introduction

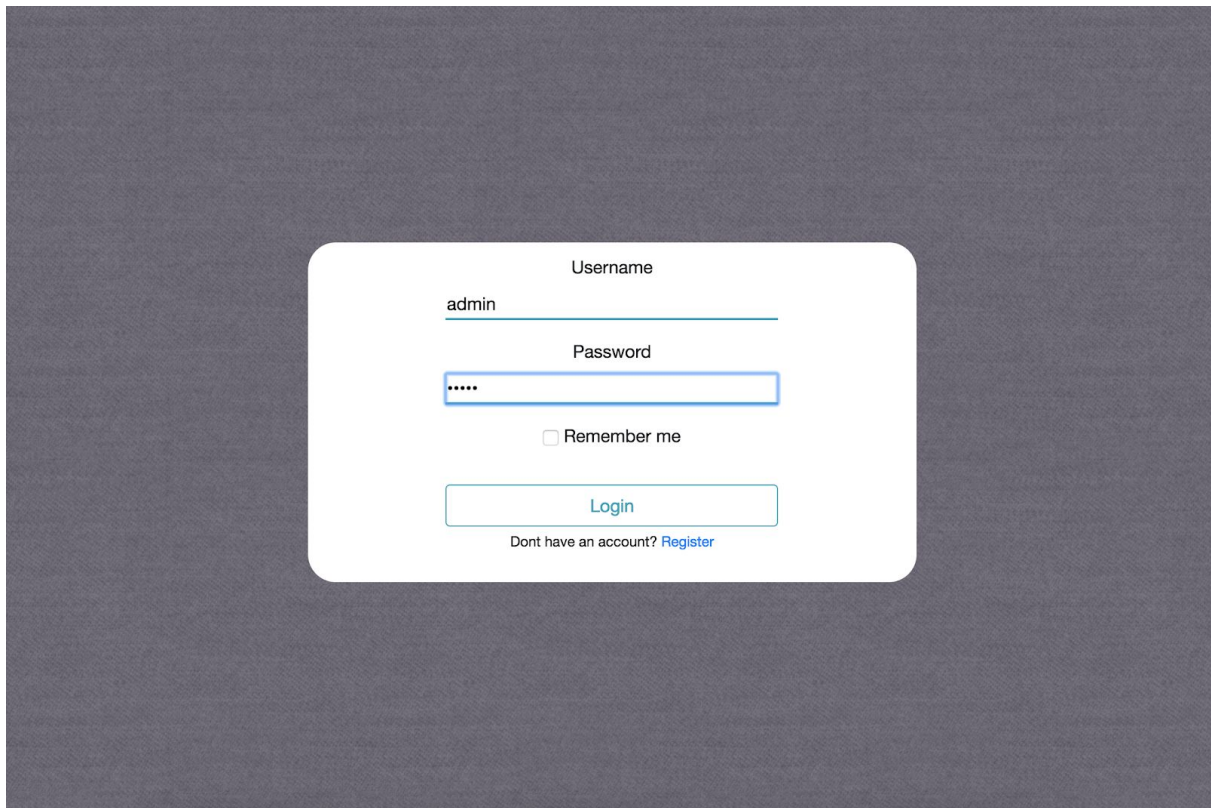
Welcome to Stu-This-Card! We guarantee that the usage of this application will result in a better and much more rewarding learning experience! Before we start, there are some points we must speak about. First, this is a web application, so it does not need an installation. Just having a web browser and an Internet connection, this application can be used without constraints. Second, feel free to consult this manual as much as you need, and have it at hand when revising the application for the first time. To start, go to [www.stu-this-card.com](http://www.stu-this-card.com).

### Login

The first thing the user will see when accessing the web app is the login site. A “login” button will be held in the center part of the main page, the user will simply click on it and, through a nice card flip animation, the real login page will appear.



User will simply introduce his or her credentials (username and password) and click on the button for entering the system. The user must be aware of his or her credentials, and must also be registered in the system to be able to log in. The following section will deal on how a user can register his or herself.

A login form is centered on a dark gray background. The form is a white rounded rectangle containing the following elements: a 'Username' label above a text input field with 'admin' entered; a 'Password' label above a text input field with four dots; a 'Remember me' checkbox; a 'Login' button; and a link 'Dont have an account? Register' at the bottom.

Username  
admin

Password  
....

☐ Remember me

Login

Dont have an account? [Register](#)

Once a user logs in, the dashboard screen will appear.

## Register

In the login screen, users that are not registered will be able to register themselves. The register screen will appear when clicked the button “Register” in the login screen. The users will simply need to introduce their data for their credentials to be automatically generated.

The image shows a registration form titled "Register" centered on a dark gray background. The form is a white rounded rectangle containing the following elements:

- Name:** A text input field with the value "Admin".
- Username:** A text input field with the value "admin".
- Email:** A text input field with the value "admin@stuthiscard.stu".
- Password:** A password input field with masked characters ".....".
- Register Button:** A light blue button with the text "Register" in a darker blue font.

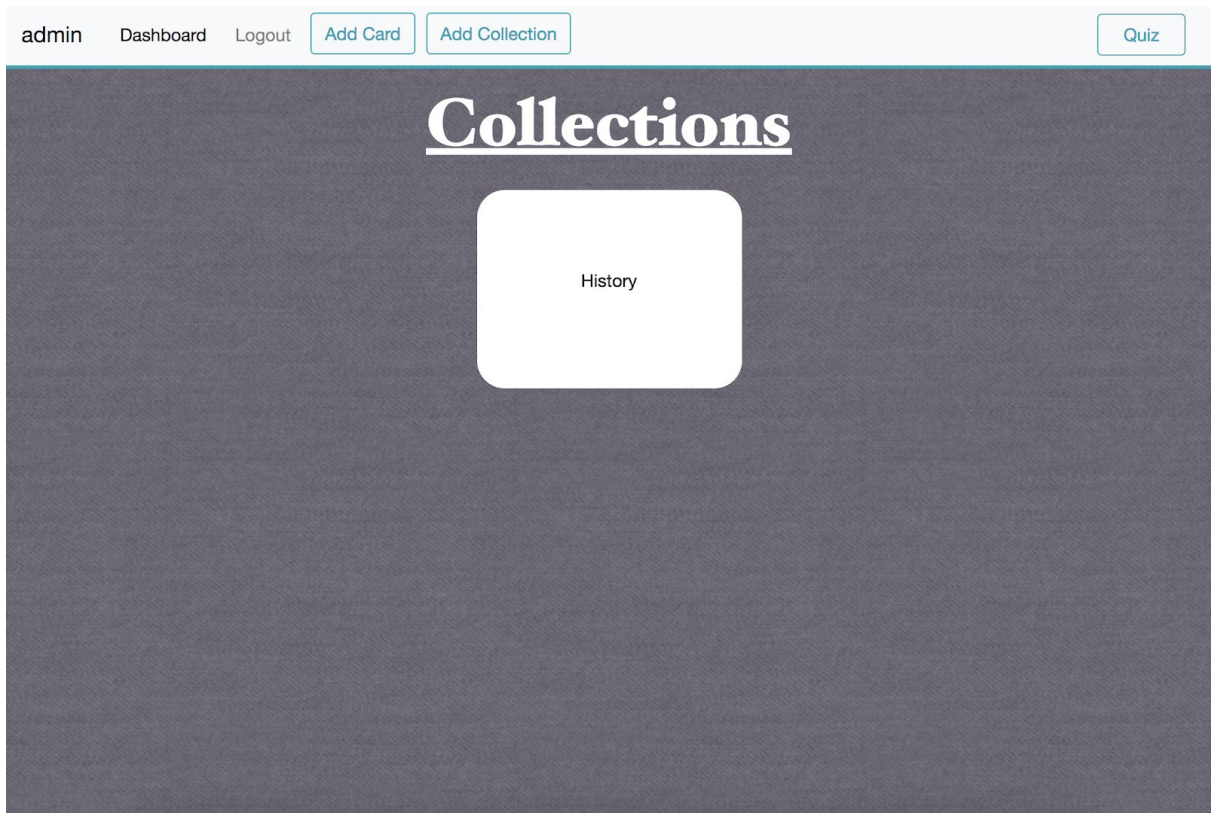
Once the user is ready, the “register” button will be pressed, and the new user will be created. If the user already exists, the system will give an alert with that message. Otherwise, the user will now be able to access the system through the login page.

## Dashboard

The dashboard can be considered the home page for the application. In this window, the user will have all the other options available, which are:

- Change to the 3D dashboard.
- Create a collection.
- Go to the collection.
- Create a quiz.
- Log out.

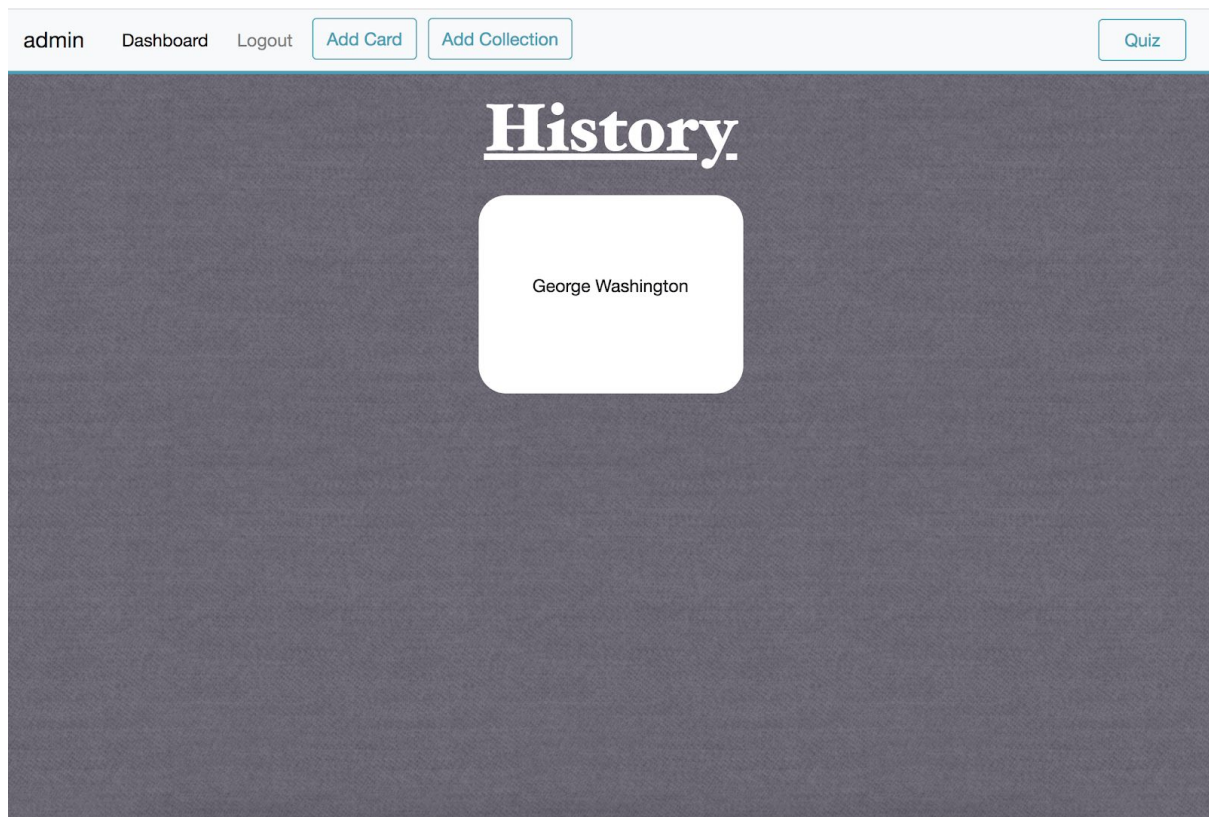
The button will be displayed in an easy way, with clear labeling and positions. All the actions previously described will have their own site, which means that the window's content will change and move to another window once an option is selected by the user.



## Collections

The collection is a collection of study card organized following a certain criteria. The user will see the content of a collection when clicking directly on it in the dashboard. Through this window, the user will be able to see the content of the cards by clicking on them. A return option will be visible for the user to return to the dashboard.





The collections will be created through a “+” button located in the dashboard. When clicked, the user will just need to write the name of the collection and it will be created and displayed in the user’s dashboard, with 0 elements of course.

Users can also share their collections with their friends and other users in the platform by clicking the “share” button in the collection view. Individuals cards cannot be shared, only complete collections. When the user clicks on the button, the system will prompt a window in which the user will write his or her friend’s name. When ready, the user will press the “OK” button. If the user doesn’t exist, the system will make a warning giving that error message, giving the user another chance to write the name. Otherwise, the system will prompt a “Shared” message, and the card view will be shown again.

## Card

The user will see the contents of a card when he or she click directly on one of them from the collection view. The card will have a front and a back. The “front” part will have the concept that will be defined, and the “back” part will have the definition of the concept. The functions that a user can make with a study card are:

Create:

Users will be able to create a new study card through a “+” button located in the collection screen. The user will be asked to write the concept and then the definition of it. Once created successfully, the new card will appear in the collection.

## Add Card

Name

History

Do you wish to include a 3D model?

- ☒ No 3D model
- ☐ 3D Shapes
- ☐ Atom
- ☐ ADN

Add Collection

## Add Card

Front text

George Washington

Back text

U.S. first president

Add card

Edit:

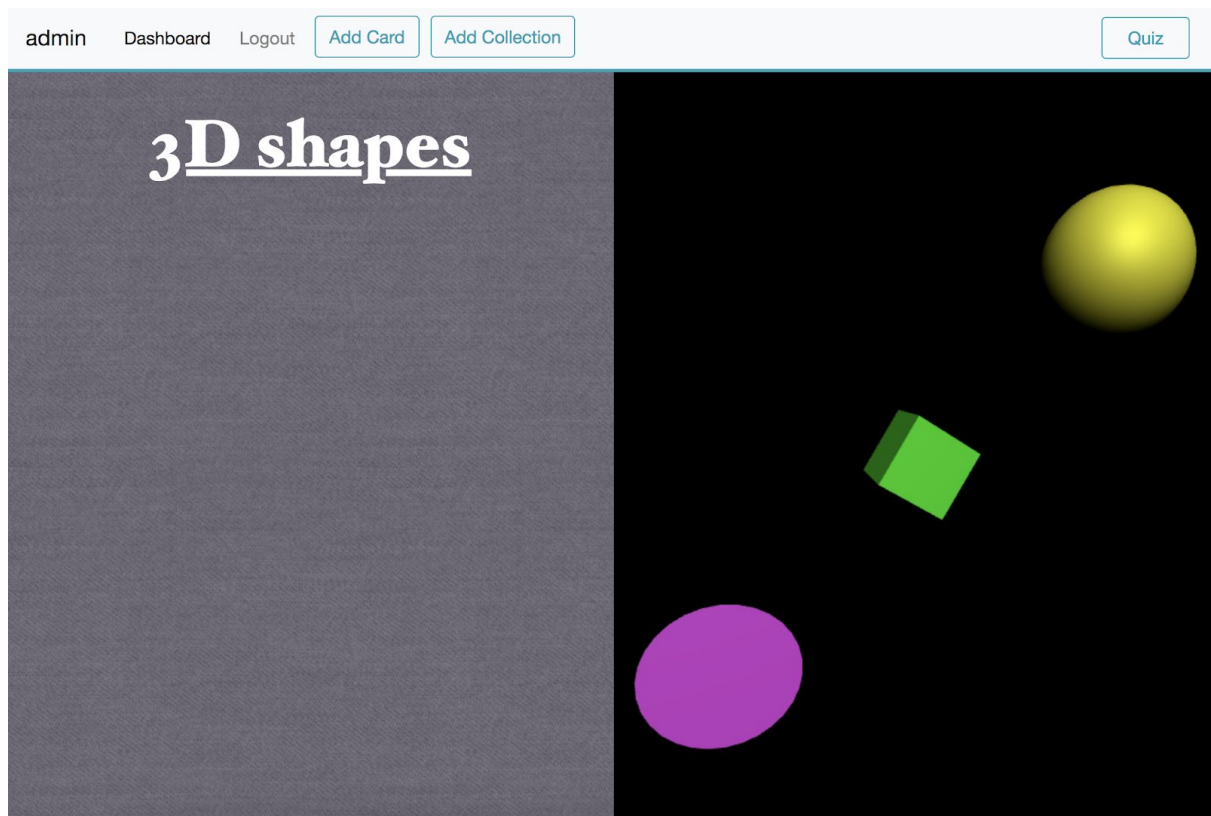
The user will be able to edit the contents of the card when clicking the pencil icon in the card view. The user will be given editable fields in which they can erase, write or rewrite the contents of the cards. Once it is ready, the user will need to click the “Edit” button and the system will return to the card view of the card that was already edited.

Delete:

The user will be able to delete a card by clicking the trash can button in the card view. By doing this, the card will disappear completely for the user and for all the users to whom the card was shared. The user will receive a warning to make sure that he or she wants to delete the card, if the user clicks the “No” button, the warning will disappear and will return to the view of the card. Otherwise, the window will return to the collection view and the card will not be displayed anymore.

## Dashboard 3D

Users will be able to change from one dashboard to another from each dashboards’ view. The 3D dashboard has exactly the same functionalities as the normal dashboard, but the right half of it will have a special window with a 3D model related to some theme of the collection displayed. The user can change to the normal dashboard again anytime from here.





## Logout

The logout button will be available during the whole run of the web app. The user should simply click the *“log out”* button and his or her session will be closed, and the window will return to the first login screen described in this manual.