

Team Poseidon

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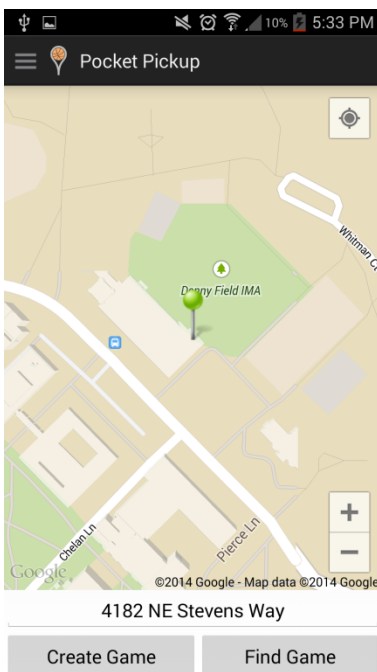
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# Pocket Pickup

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## *User Documentation*



## Overview

Pocket Pickup helps you arrange pickup games with friends or other like-minded individuals. Create or find and join a pick up game at a time and place convenient for you. Unlike some alternative apps, Pocket Pickup allows you to choose from a wide selection of sports, including:

- Baseball
- Ultimate Frisbee
- Softball
- Soccer
- Football
- Basketball

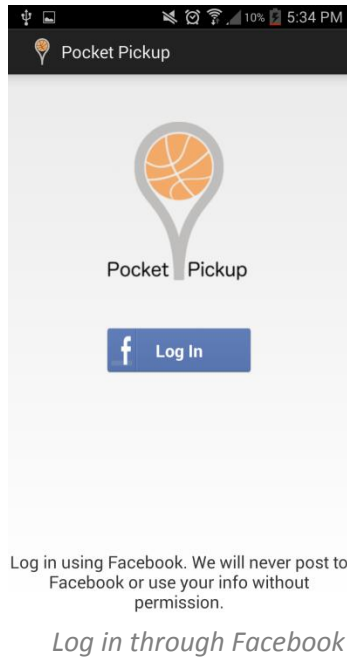
## Installation and Setup

Pocket Pickup can be downloaded from our website. Find the most recent version under the 'Releases' section and follow the instructions.

<https://sites.google.com/site/cse403teamposeidon/>

Once Pocket Pickup has been downloaded to your Android device, it can be run just as any other app.

## Using Pocket Pickup



### Account Setup

In order to use Pocket Pickup, users must register an account. Users must create a Pocket Pickup account by logging in with Facebook. Follow the instructions that appear during the first time you open the app. Pocket Pickup will never post to Facebook on your behalf.

You use your Pocket Pickup account for joining games as well as making your own.

## User Interface

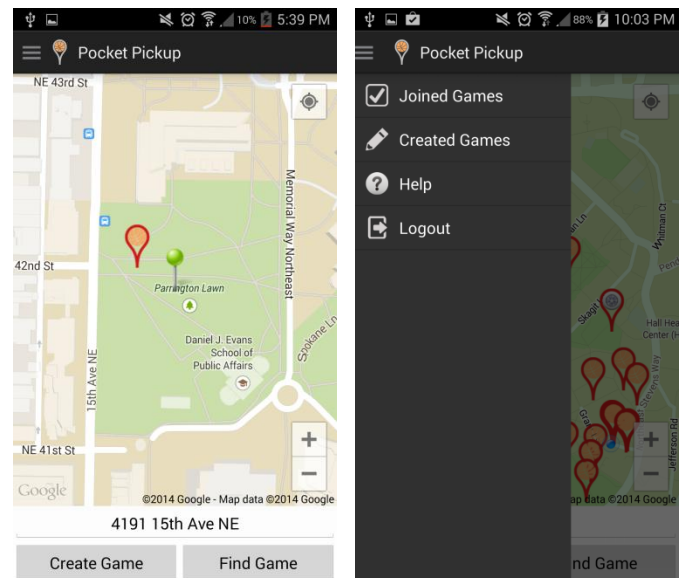
### Map

Pocket Pickup provides a map to use for scheduling and discovering games. Flags are placed on the map to indicate where games are taking place.

### Settings and Profiles

The top left corner of the screen is a Settings center. This displays information about what games you have joined or created. Tapping JoinedGames or Created Games will display all games on the map that you have joined or created, respectively, on your current profile.

You may also view Help from this menu, or choose to logout



*Left: Main Map with a flag for a game the user will participate in*  
*Right: The Settings and Notifications center*

## Creating and Joining Games

Create Game

Location:  
3715 NE Stevens Way

Sport:  
Basketball

When:  
05/16/2014 5:42 PM

Duration:  
1 Hour(s) Reset

Create Game

*Creating a game*

### Creating a Game

To create a game:

- 1) Move the green pin to the location you want the game to be. Then, add in the additional game details in the prompt that appears
- 2) Tap the 'Create Game' button and then provide the location and game details.

The information needed to begin a game include the location, game type, date, time, duration, and number of players. You may also include any other details.

Once these steps are complete, your game will be visible on the map to other users.

### Finding and Joining a Game

To find a game, press the search button. On the search screen, enter the information for what kind of game you are looking for. After the search there will be a view of the map that displays all relevant games within a provided radius

In either view, users can select a game to view its information as well as join one.

Find Game

Location:  
4191 15th Ave NE

From:  
5:40 PM 06/16/2014

To:  
9:40 PM 06/16/2014

Radius:  
1 Mile(s)

Change Sports Preferences Reset

Find Game

*Searching for a game*

Game Details

**Basketball**

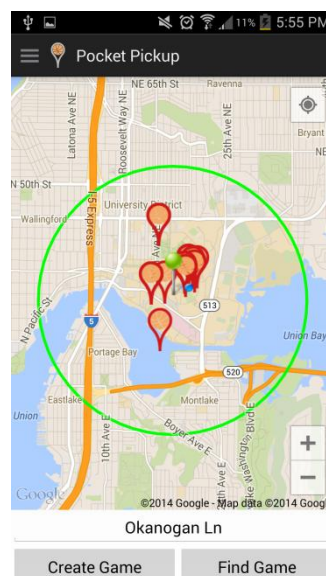
When:  
09:44 PM Fri, May 23, 2014

Duration:  
1 Hour

Details:  
None

Planned Attendees:  
1 User Joined This Game

Join Game



### Leaving a game

To unregister for a game that you have joined, find its location on the map and tap on its flag. Then, select the 'Leave' option.

*Left: Information about a game to join Right: A view of search results*

## Reporting Bugs

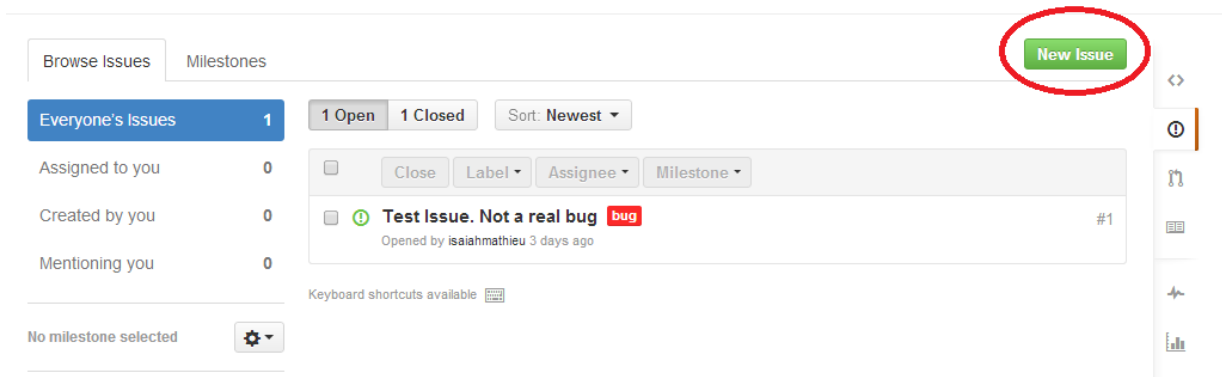
To submit a bug, add it to our issues page at:

<https://github.com/isaiahmathieu/pocketpickup/issues>

On the issues page, press the 'New Issue' button. Then, fill out a title for the bug as well as an informative description.

A good title for the bug report should be a brief summary of the issue. An informative description should include the type of bug (e.g. the app crashed to the home screen) as well as a list of steps to produce it. A useful description of effective bug reports may be found here:

<http://www.oracle.com/technetwork/articles/javase/bugreport-howto-135155.html>



*The issues page with one example bug*