



Interactive Educational Platform for Wildlife Awareness

User Documentation by Zitong Wang

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1 Language and Localization Support

To accommodate a global user base, our website supports internationalization via browser-level translation. We recommend accessing the site using **Google Chrome**, which offers a built-in translation feature for converting Chinese content into your preferred language. Certain elements, especially the names of Chinese provinces, remain in their original Chinese characters. This decision is based on the following considerations:

- **Linguistic Accuracy:** Province names often lack standard English equivalents. For example, both “Shanxi” and “Shaanxi” share the same *pinyin* spelling (“Shanxi”), distinguished only by tone, which is not represented in Romanized form.
- **Cultural Significance:** Retaining Chinese characters preserves cultural authenticity and aligns with the educational goals of the platform.

1.1 How to Use Google Chrome Translation

- Open the site in Google Chrome.
- If the browser language differs from the website’s language, Chrome will display a translation banner. Click “Translate” to proceed.
- Alternatively, right-click anywhere on the page and select “Translate to [Your Language]”.
- To change the default translation language, go to Chrome’s settings, navigate to the **Languages** section, and adjust your preferred languages accordingly.

This approach ensures accessibility for users worldwide while preserving the linguistic precision and cultural significance of specific elements within the website.

2 Detailed Functional Operation Guide for User

2.1 About Testing Accounts

In order to ensure the experience of every user, **we do not provide fixed testing accounts**. Instead, **we hope that testers can register their own accounts** for testing purposes.

This approach is necessary because many features on the website - such as games mode, virtual red panda adoption, and donations - require binding to individual logged-in users. If fixed accounts are used, multiple testers sharing the same account can lead to data overlap and incomplete feature experiences, such as skipping the introductory process before adoption, which could negatively affect the overall user experience and the accuracy of functionality feedback.

Our company hopes that every tester can create their own account and that you can all gain the ultimate experience while exploring our website!

2.2 Front Module

Module Overview:

The front page serves as the landing interface when users access the website. This page provides an intuitive introduction to the core concept of the website for non logged in users.

Key Features and Operational Procedures:

1. Introduction to the core functions of the website:

- Five sliding screens showcase interactive demonstrations of the website’s five major functions. Each screen will automatically switch after a few seconds.
- Click on the prompts on the left and right sides of the screen to manually switch screens.
- Slide down or click the pulsating indicator below “Learn More About Our Organization” to continue viewing the content below (see Figure 1).

2. Introduction to Chinese Animal Guardians (our clients):

- This section explains the founding mission of our customer and highlights several of their past or ongoing initiatives related to animal protection and welfare. This context helps users better understand the motivations behind the website’s development (see Figure 2).

3. Footer Section:

- The footer provides links to the platform's social media accounts, including WeChat, Weibo, QQ, and Bilibili.
- Additionally, links to the website's Privacy Policy and Terms of Use are included, allowing users to review detailed legal and compliance information (see Figure 3).

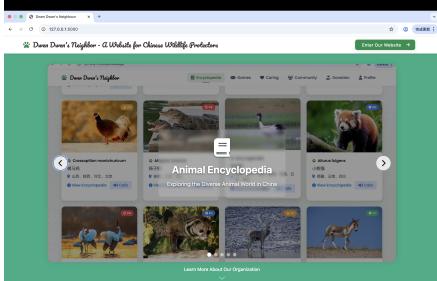


Figure 1: Function Intro

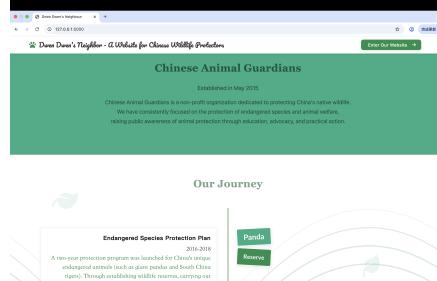


Figure 2: Client Intro

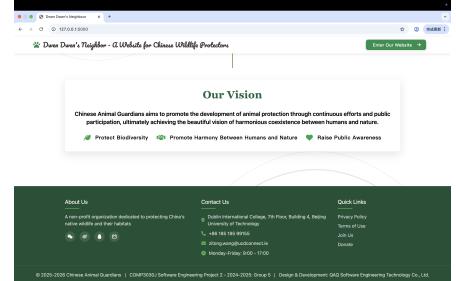


Figure 3: Footer Overview

2.3 Login and Register Module

Module Overview:

This module is responsible for user identity access, including login and registration processes, enabling users to enter the platform with a unique and secure identity.

Key Features and Operational Procedures:

1. Navigating to the Login Page:

- Users can access the login page by clicking the “Enter Our Website” button located at the top right corner of the front page, or by selecting “Join Us” or “Donate” in the website footer (see Figure 4).

2. Login Page:

- On the login page, users enter their registered email and password to log in.
- If a user does not yet have an account, they can click on “Register now” below the login form to proceed to the registration page.
- Click the “Login” button to enter the website (see Figure 5).

3. Registration Page:

- New users are required to input a username, email address, and password.
- Click the “Register” button to register a new account. The system ensures that the email address is unique and not already registered.
- Upon successful registration, users are automatically redirected back to the login page (see Figure 6).

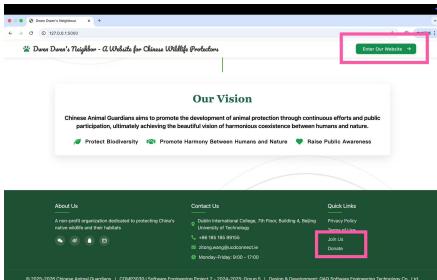


Figure 4: Points to Login

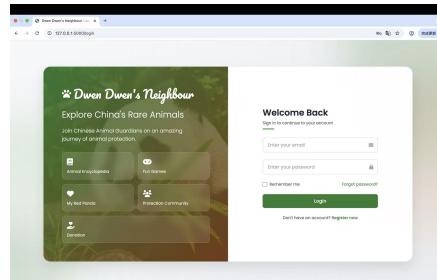


Figure 5: User Login

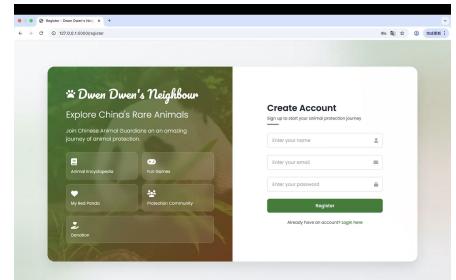


Figure 6: User Registration

2.4 Core Functional Modules

2.4.1 Encyclopedia Module

Module Overview:

This module offers an intuitive, map-based encyclopedia of China's endangered animals, enabling users to explore species distribution and access key conservation details.

Key Features and Operational Procedures:

1. Interactive Map Display:

- Outline map of provinces, color-coded by endangered species data; hover to reveal province name. Zoom the map in and out using a two-finger pinch gesture on a computer touchpad.
- Click a province to view its animal list (see Figure 7).

2. Animal Classification Display and Rich Multimedia Integration:

- Click the “Scroll down to explore more” prompt or simply scroll down the page to access the animal knowledge cards.
- Filter animals by region, conservation status (e.g., EN, CR, VU) or species type. Click on the endangered level tag or enter the animal’s Chinese and English names in the search bar to retrieve the animal.
- Click on the animal’s name in Chinese or its scientific name in English to play the narration audio.
- Audio clips (animal calls) alongside text and images to enhance engagement (see Figure 8).

3. Detailed Animal Information Page:

- Click “View Encyclopedia” on the animal card or in the provincial animal list on the map to go to the animal encyclopedia. The encyclopedia content is sourced from Wikipedia.
- High-quality images, distribution maps, and descriptions of behavior and threats.
- Conservation data and recommended protective measures (see Figure 9).



Figure 7: Map View

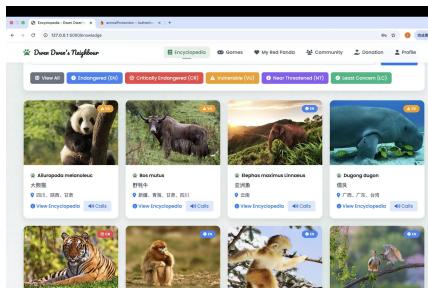


Figure 8: Animal Class.

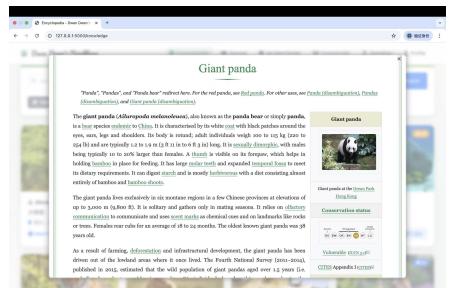


Figure 9: Animal Details

2.4.2 Games Module

Module Overview:

This module offers five interactive games designed to encourage users to learn about animals.

Key Features and Operational Procedures:

1. Game Menu:

- Hovering over a game card will flip it to reveal detailed game instructions.
- Clicking on a game card will take the user to the selected game (see Figure 10 and Figure 11).

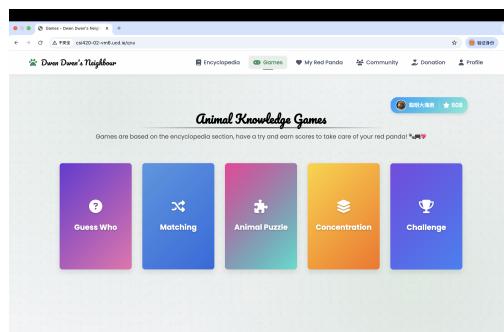


Figure 10: Game Page

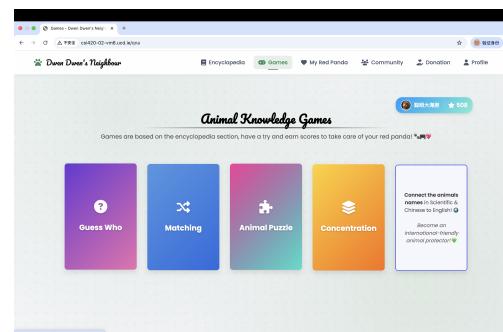


Figure 11: View Game

2. General Rules of the Games:

- 1 score is awarded for each correct answer; No points are deducted for wrong answers.
- After completing a question, users can choose to proceed to the next challenge or exit the game.

- Users can also click the “End Game” button or the "Return" button at any time to return to the previous page.

3. Game 1: Guess Who – Rules Introduction

- This game displays an animal image and four name options. The user must select the correct name.
- Animal names support free switching between three languages: Chinese, English, and scientific name.
- Each question can only be answered once; if the answer is incorrect, the correct one will be displayed immediately and the result will be recorded (see Figure 12).

4. Game 2: Matching Game – Rules Introduction

- Users match four animal images with their corresponding names.
- Animal names support free switching between three languages: Chinese, English, and scientific name.
- After submitting an answer, the user clicks the “Check” button to see if it is correct. If the answer is incorrect, they are allowed to try again (see Figure 13).

5. Game 3: Animal Puzzle – Rules Introduction

- A four-piece jigsaw puzzle that reconstructs the image of an animal.
- After submitting an answer, the user clicks the “Check” button to see if it is correct. If the answer is incorrect, they are allowed to try again (see Figure 14).

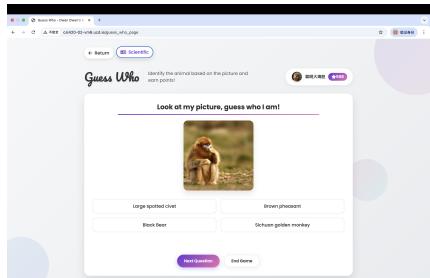


Figure 12: Guess Who

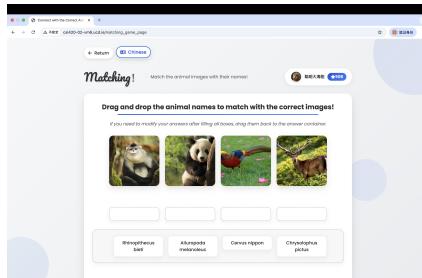


Figure 13: Matching Game

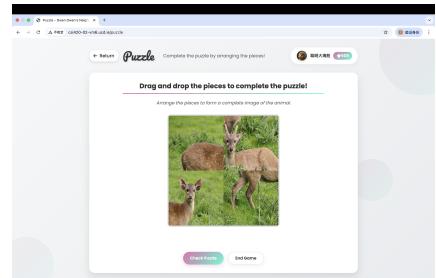


Figure 14: Animal Puzzle

6. Game 4: Concentration – Rules Introduction

- The user will see 4 pairs of animal cards (8 cards total) displayed in a randomized order and will have 10 seconds to memorize their positions.
- After 10 seconds, the cards will flip face-down. The user must then rely on memory to uncover matching pairs.
- Each correct match earns 1 score, meaning a full round with all pairs matched earns 4 scores.
- If the two selected cards do not match, they will flip back over, and the user may continue trying.
- The “New Game” button can be clicked at any time to start a new game (see Figure 15).

7. Game 5: Challenge Mode – Rules Introduction

- Users match the given English and Chinese name to the correct scientific name. (see Figure 16).
- A hint(the animal image) is available if needed.
- Each question can only be answered once; if the answer is incorrect, the correct one will be displayed immediately and the result will be recorded.
- The number of consecutive correct matches is recorded in the top right corner and will be submitted to the leaderboard. A trophy icon links to the leaderboard for competitive comparison (see Figure 17).

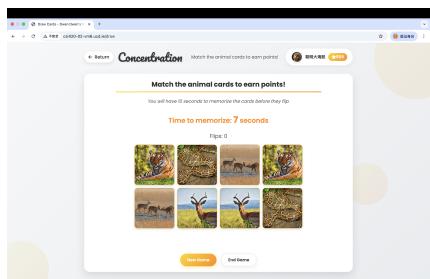


Figure 15: Concentration

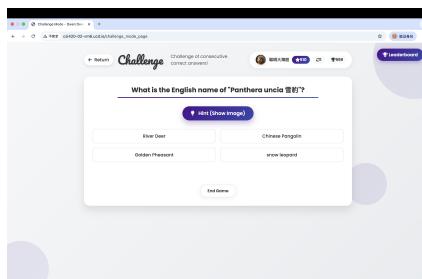


Figure 16: Challenge Mode

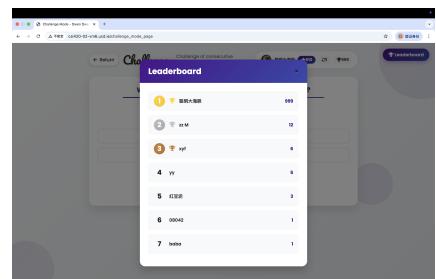


Figure 17: Leaderboard

2.4.3 My Red Panda Module

Module Overview:

This module allows users to adopt and interact with a virtual red panda.

Key Features and Operational Procedures:

1. Adoption Page:

- Before users can adopt a virtual red panda, an introductory page is displayed. This page explains the purpose of the module and provides encyclopedia-style knowledge about red pandas.
- Scrolling to the bottom will allow users to begin the adoption process (see Figure 18).

Adoption & Naming:

Adopting a red panda requires 50 scores. During the care process, additional scores are needed to feed or play with the panda. This is the reason behind the introduction of the “score” system in the game module—it encourages user engagement with the quiz section and transforms the otherwise monotonous process of answering questions into a more enjoyable and rewarding experience (see Figure 19 and Figure 20).

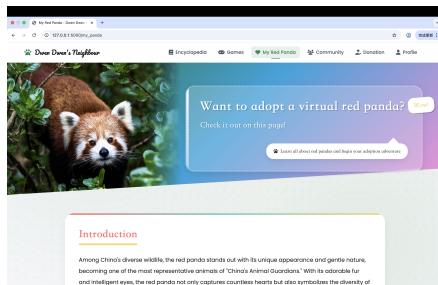


Figure 18: Adopt Intro

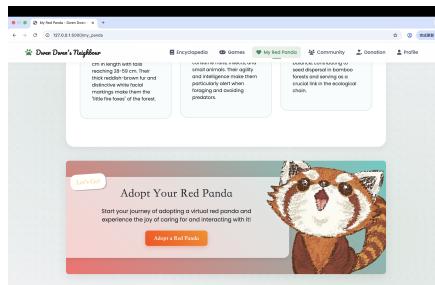


Figure 19: Start Adopt

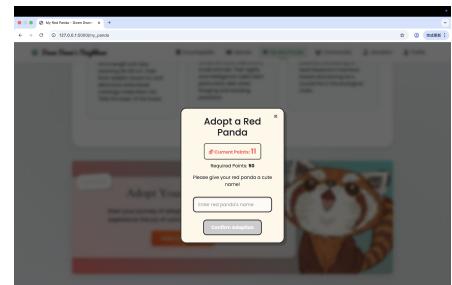


Figure 20: Namin

2. My Red Panda Page:

Touch Interaction:

Clicking the Live2D red panda character in the center of the screen triggers a tail-wagging interaction (see Figure 21).

Certificate of adoption:

By clicking the “Print Adoption Certificate” button, users can print an official adoption certificate (see Figure 22).

Status Bar:

On the left, the “Live Status” section features three status bars that provide real-time updates on the red panda’s well-being. Users can adjust these stats by using the “Feed” and “Play” buttons, as the red panda’s mood is influenced by its current state.

Every 10 seconds, Fullness, Mood, and Fatigue each decrease by 1 point.

Feed:

Clicking the “Feed” button initiates feeding, which consumes 5 scores per use.

Each feeding increases Fullness by 0, 5, or 15 points depending on the food selected. The effect of feeding varies depending on the panda’s preference for the selected food.

Each feeding increases Fatigue by 5 points (see Figure 23).

Play:

Clicking the “Play” button allows users to play with the red panda without consuming any score.

Each play session increases Mood by 20 points and increases Fatigue by 15 points.

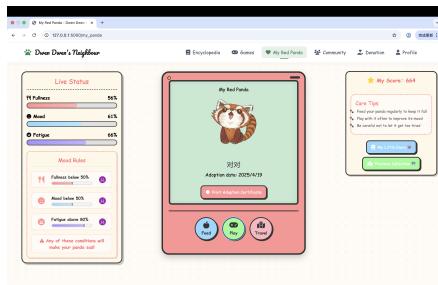


Figure 21: Interaction

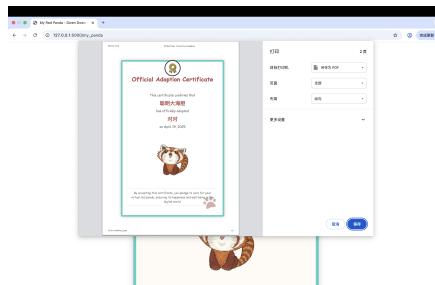


Figure 22: Certificate



Figure 23: Status Bar

- Travel:

- Clicking “Travel” reveals a map of China at the bottom of the page. Users can click on a province to send the red panda on a journey, which consumes 10 scores per trip. Each travel activity increases Fatigue by 15 points. The journey lasts for 10 seconds, after which the panda’s compatibility with the selected province is displayed and recorded in the “Province Collection” on the right (see Figure 24). Users can click this button at any time to view their geographic encyclopedia (see Figure 25).

- Diary:

- Clicking the “My Little Diary ” button takes users to a diary page where they can freely write journal entries to document the red panda’s life (see Figure 26).

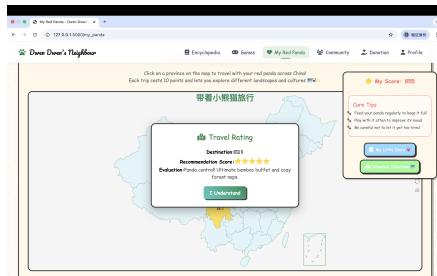


Figure 24: Travel

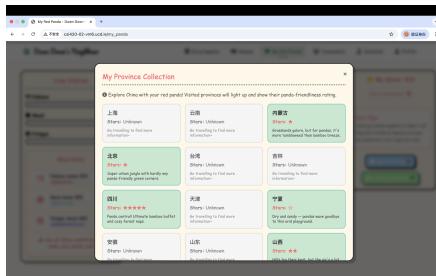


Figure 25: Collection

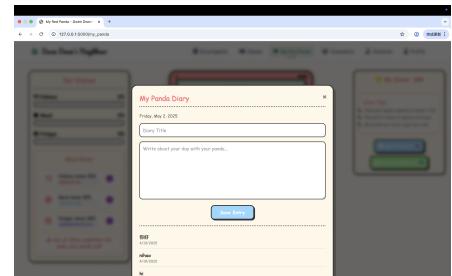


Figure 26: Diary

2.4.4 Community Module

Module Overview:

This module comprises four main functionalities: Discover, Post, Manage and Chat, aims to build an animal protection community where users can freely discuss animal-related topics in forums. It also allows users to chat with friends, enhancing user engagement.

Key Features and Operational Procedures:

1. Discover

- On the “Discover” page, users can browse all publicly posted content on the platform.
- By clicking any post, users can like or comment, interacting with the author and other readers (see Figure 27).

2. Post

- In the “Post” interface, users can enter a title, content, and upload media (images or videos).
- Once posted successfully, the new post appears immediately on the “Discover” page for other users to view and engage with (see Figure 28).

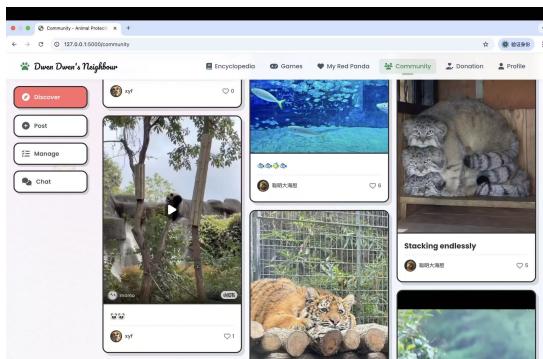


Figure 27: Discover

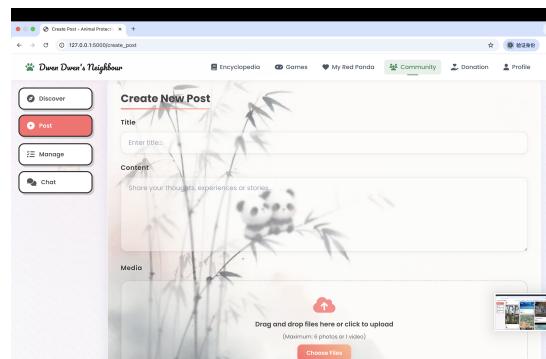


Figure 28: Upload Post

3. Manage

- Users can manage the posts they have posted. View, edit, or delete them. (see Figure 29).

4. Chat

- Users can search for and add other users as friends by sending friend requests.

- Incoming requests and comment notifications appear under “Friend Notifications.”
- In the chat interface, users can engage in real-time private messaging, strengthening social connections through text, emojis, and images (see Figure 30).

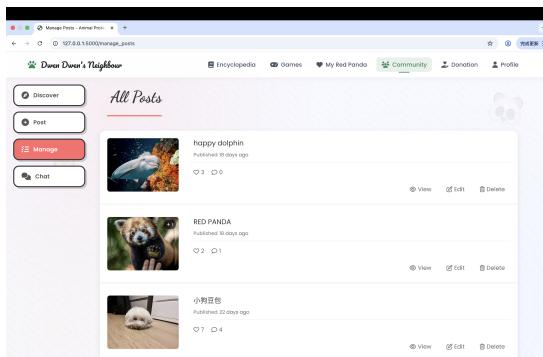


Figure 29: Manage Post

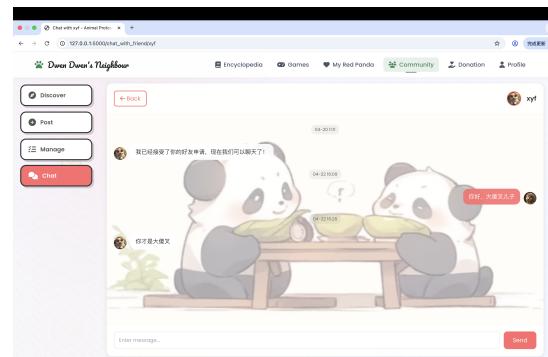


Figure 30: Chat

2.4.5 Donation Module

Module Overview:

This module aggregates all conservation projects supporting China’s endangered wildlife. At the same time, an entrance for all users to initiate donations is provided here. Users can easily browse project details and contribute funds directly on the platform.

Key Features and Operational Procedures:

1. Certificate Printing:

- Click “Print Certificate” on the left to print the user’s exclusive donation certificate (see Figure 31).

2. Guardian Medals and Rewards:

- The “Guardian Medals” and “Guardian Rewards” modules will update in real time, recording the user’s cumulative donation count (Medals level) and the Rewards earned based on the total amount of single donations (see Figure 32).

3. Donate to Chinese Animal Guardian:

- Click the “Donate to Chinese Animal Guardians” button to donate directly to Chinese Animal Guardians (see Figure 33).

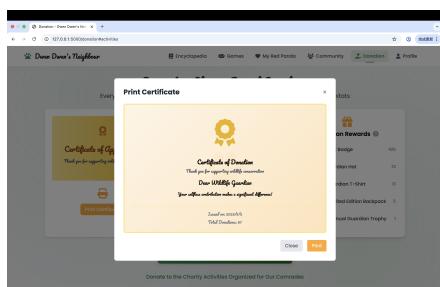


Figure 31: Certificate

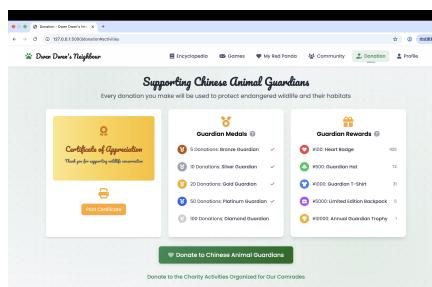


Figure 32: Medals and Rewards

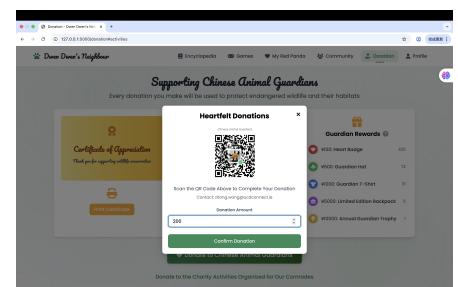


Figure 33: Donate

4. Donate to Personal Donation Projects:

- Click the pulsating prompt at “Donate to the Charity Activities Organized for Our Comrades” to go to personal donation projects (see Figure 34).
- Users are free to create their own charity projects (see Figure 35).
- Users can view detailed information and reward measures for each charity project (see Figure 36).
- Users can search for charity projects directly or filter by charity end date, donation goal progress, or minimum donation amount. (See Figure 37).

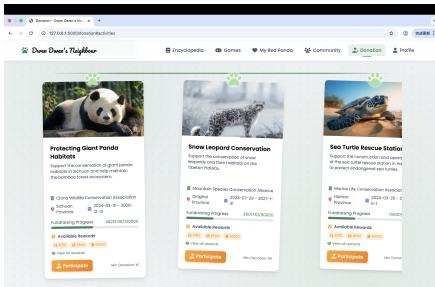


Figure 34: View Activities

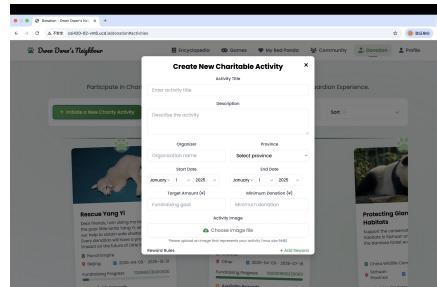


Figure 35: Create Activity

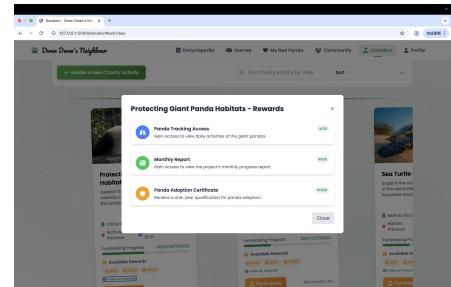


Figure 36: View Rewards

5. My Donation History:

- Scrolling to the bottom of the page will display the user's donation count, total donation amount, and badge level.
- Users can view their donation history, which is presented in a paginated format (see Figure 38).

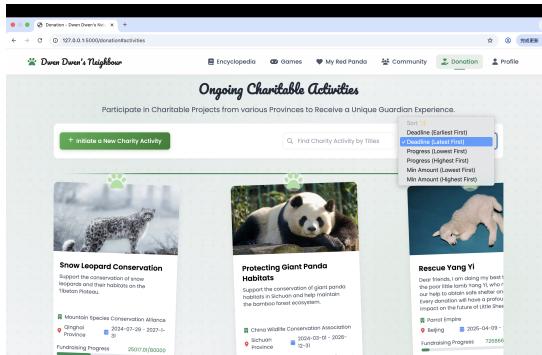


Figure 37: Search and Sort

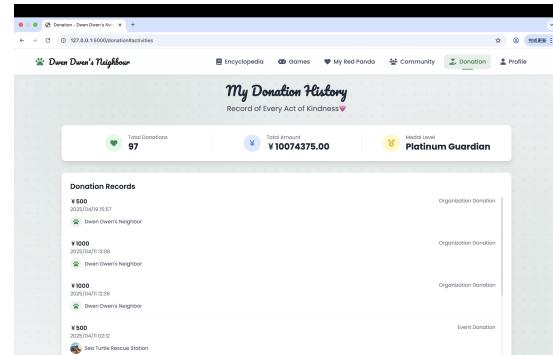


Figure 38: Donate History

2.4.6 Profile Module

Module Overview:

This module offers five interactive games designed to encourage users to learn about animals.

Key Features and Operational Procedures:

1. Logout:

- Clicking the “Log Out” button will log out the current account and redirect to the login page (see Figure 39).

2. Change User Information:

- Clicking the “Edit” / “Update” button on the left allows users to change their username and password.
- Clicking the “Select System Avatar” button on the right lets users change their avatar (see Figure 40).

3. View Account Information:

- The “MY RED PANDA” module displays the user's adoption information.
- The “My Donation Record” section shows the user's donation history.
- Clicking the “view detailed records” button will navigate to the Donation page (see Figure 41).

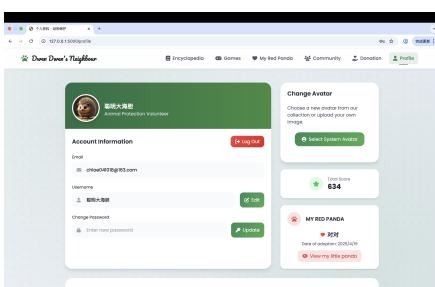


Figure 39: Logout

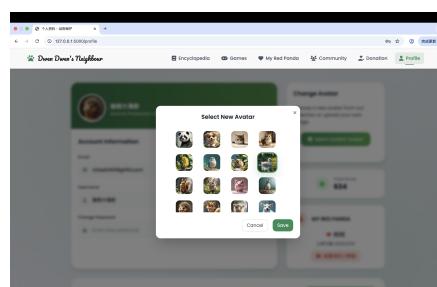


Figure 40: Change Avatar

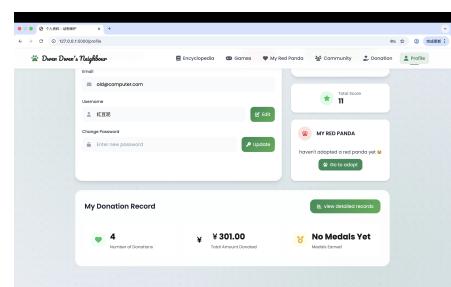


Figure 41: View Account Info

3 Detailed Functional Operation Guide for Administrator

3.1 About Testing Accounts

It is worth noting that **in our website usage, there is no difference between administrator accounts and regular user accounts.** This is because, due to the special features of Firebase Authentication, the website's account management system is external to the site, requiring administrators to log in to the Firebase Console to perform management tasks. There is no need to set up an admin account module within the website itself.

In summary, the administrators of this website can:

1. Log in to our website just like ordinary users and use the same features.
2. Additionally, **have permission to access the Firebase Console**, where they can manage all accounts under the project's Authentication section.

Due to the fact that administrators use website functions exactly like regular users, they will not be elaborated in this module. Please refer to "Detailed Functional Operation Guide for Customer" section for details.

3.2 Login to Firebase Console

1. Navigate to the Firebase console: Click [here](#) to open Firebase Authentication Users page
2. Login to Firebase with the administrator account that we provide below for testing purposes
 - **Email:** group5qaqtest@gmail.com
 - **Password:** 123456QAQ
3. Complete any required two-factor authentication to access the console dashboard.

3.3 Account Management

1. Access Authentication Panel:

- In the left sidebar, click on the “Build” option under “Product categories”.
- After clicking, the “Build” section will expand. Then click on “Authentication”.
- On the “Authentication” page, make sure we are on the “Users” tab in the top navigation bar (see Figure 42).

2. View Account List:

- All registered users are listed with key fields: Identifier(we have set it as the email prefix here), Providers(the email address), Created(Account creation date), Signed in(Latest login date), User UID.

3. Manage Actions:

- Placing the mouse over an account will display the "copy UID" icon and the "View more options" icon on the right side of the account bar. Click "View more options" icon will display three account management functions.
- **Reset Password:** Click “Reset password” to send a password reset link to the email address.
- **Disable Account:** Click “Disable account” to prevent the selected account from logging in. The associated email will be banned, this operation can be terminated by the administrator at any time.
- **Delete Account:** Click “Delete account” and confirm to permanently remove the login credentials for that account. User can register again using the same email address (see Figure 43).

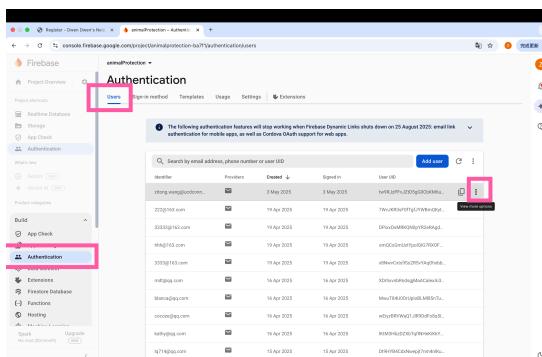


Figure 42: Account Management

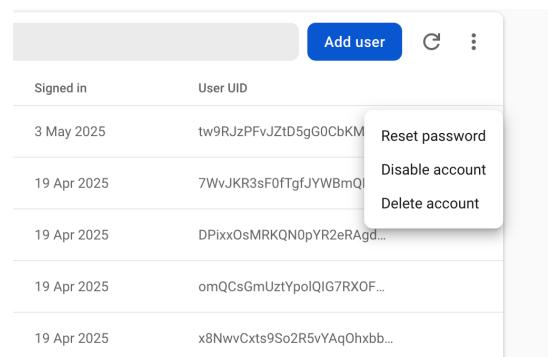


Figure 43: Manage Actions