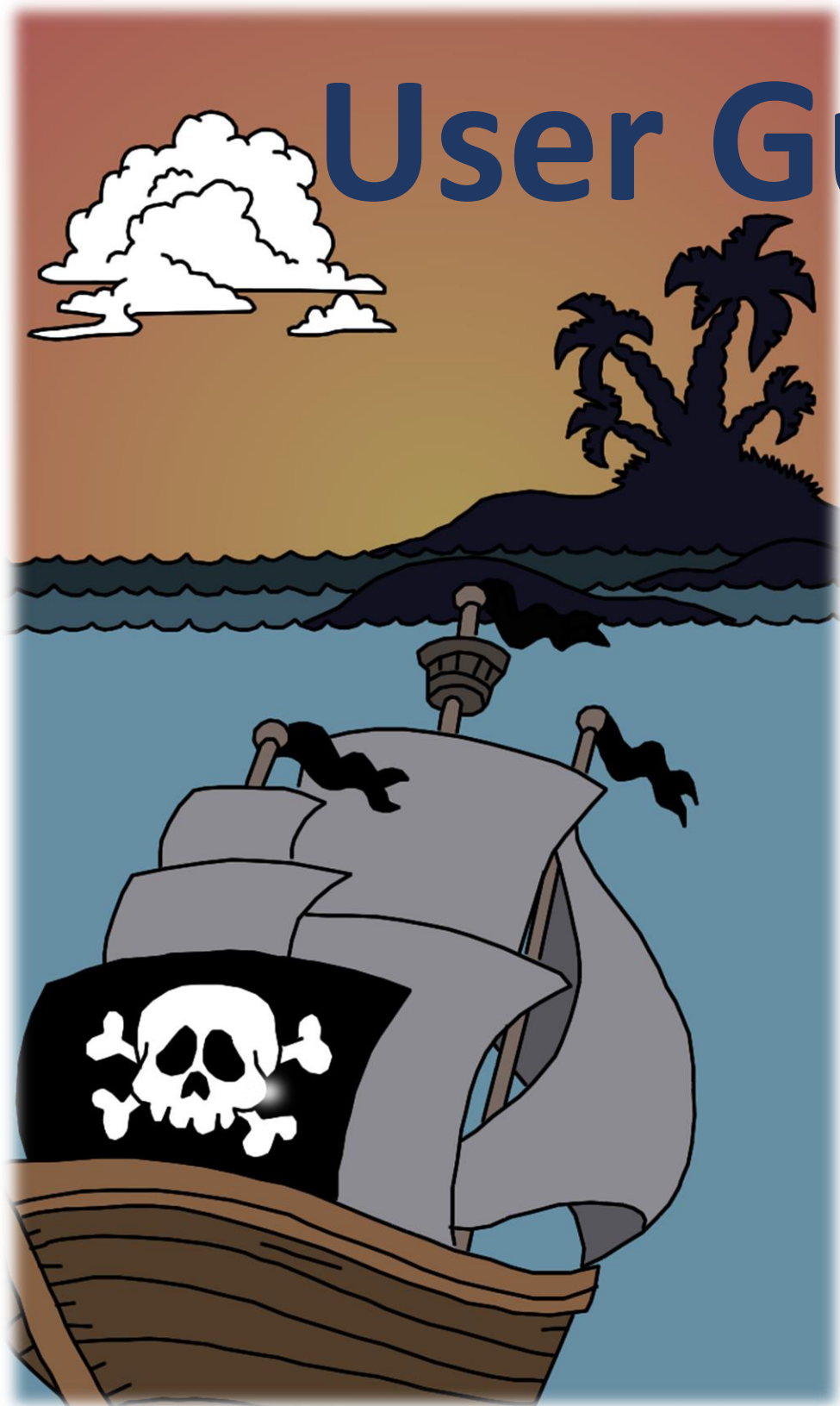




User Guide

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Version 1.0





Date	Version Number	Document Changes	Changes By
29/03/2017	1.0	Initial Document	Phoebe Duff
22/04/2017	2.0	Changed to reflect UI Update	Phoebe Duff



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[1] INTRODUCTION

[1.1] SCOPE AND PURPOSE

Thanks for downloading the user manual for the NUSU Treasure Hunt mobile application. This application exists to make the planning and execution on real world treasure hunts easier, especially when coordinating between many users.

This user guide exists to aid the user in understanding and participating in the user section of the NU Treasure Hunt

[1.1] PROCESS OVERVIEW

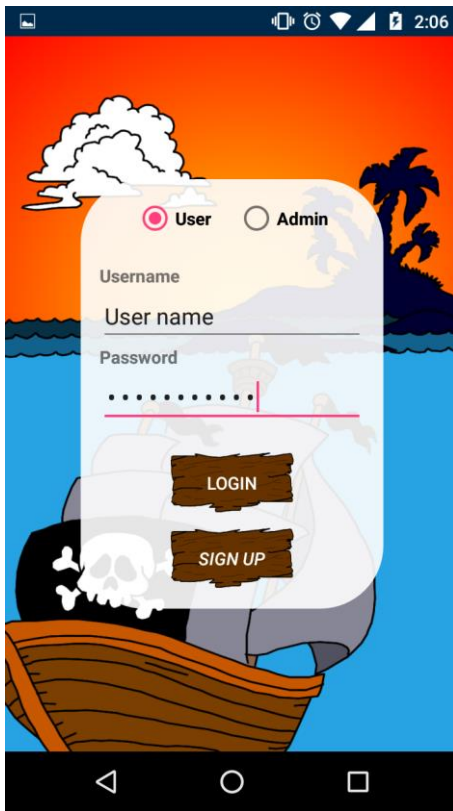
To complete the process of completing the treasure hunt all you need to do is follow the instructions that follow, which are broken down into the following sections:

1. Logging in
2. Scanning a QR code
3. Using the leader board
4. Reporting an issue
5. Additional Features

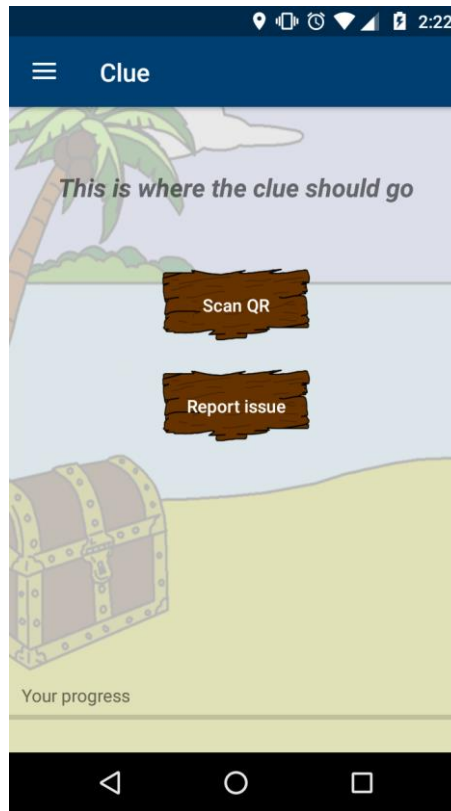


[2] PARTAKING IN A HUNT

[2.1] LOGGING IN



Login fig. 1



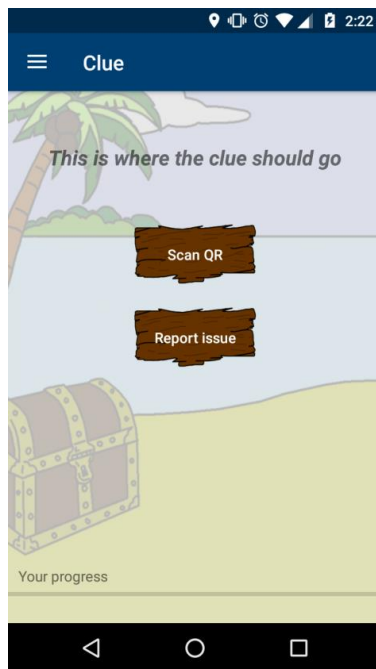
Login fig. 2

Before the hunt begins the user should have been given a team name and a password before the hunt begins. The user should use this information to log into the app, it will look like figure 1

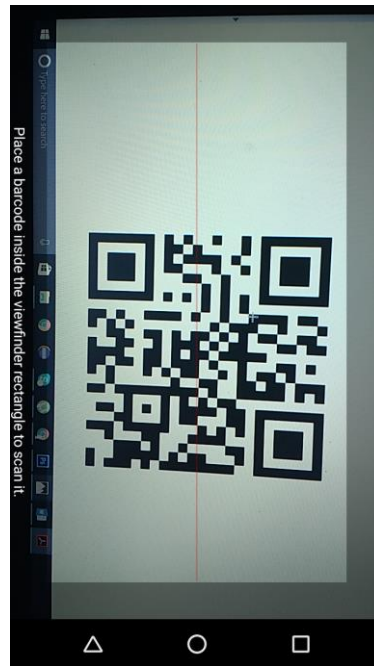
Once the user has logged in they should see a screen similar to figure 2.



[2.2] SCANNING A QR CODE



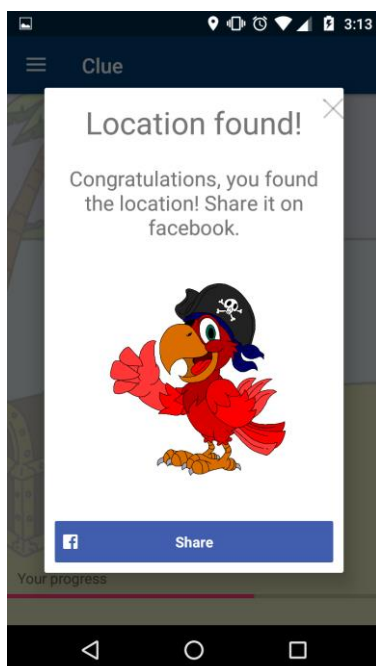
User Screen fig. 1



User Screen fig. 2

This app works based on location, to be able to scan the QR code at a location the user must be within the specified range (10 metres). If the user is not within the designated range and tries to scan the QR code, then a small popup message will appear letting the user they are not close enough.

Once the user is within range of the building and has located the QR code, then the option to scan the QR code will be accessible. To scan the code the user should click the button 'SCAN QR' within the app which is shown in figure 1.



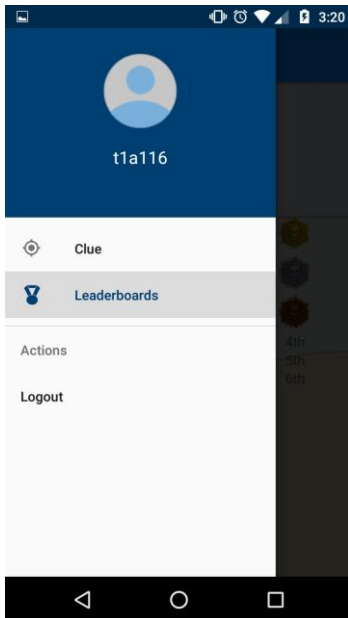
User Screen fig. 3

This should open another screen with a QR reader shown in figure 2, the user should point the camera of the device at the QR code. The app should automatically open a pop up box stating that the location has been found, it also has an option to share to Facebook. This is shown in figure 3, when the 'x' is clicked in the top right of this pop up box the user will be taken to the original screen with a different clue.

This should be repeated for all clues in the treasure hunt



[2.3] USING THE LEADER BOARD



Leader board fig. 1

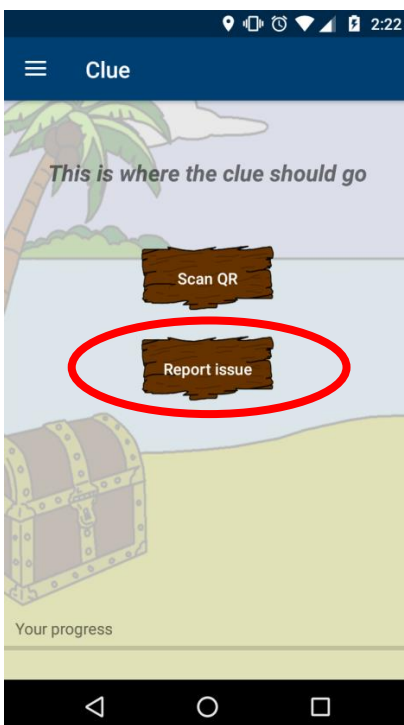


Leader board fig. 2

Along the way, the user may want to check their ranking in relation to other users currently participating in the hunt. To do this the user should select the 'Leader board' option from the side menu. This is shown in figure 1.

This should open a page that looks similar to figure 2 which details where each user is in relation to their points with the top three users having pirate medallions next to their names.

To return to the main page the user should select the 'Clue' option from the menu which is situated at the top left of the page.



Issue fig. 1

[2.4] REPORTING AN ISSUE

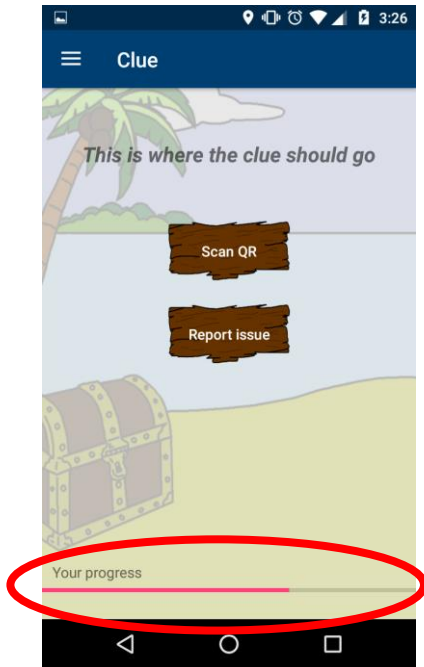
If the user is ever experiencing an issue while partaking in a treasure hunt then clicking the 'Report Issue' button will notify the admin of the problem.

When the button is pressed (pictured in figure 1), the user will be presented with a pop up in which they can type out a message detailing the issue and leave their name. they will have the option to send this message or to exit the pop up.

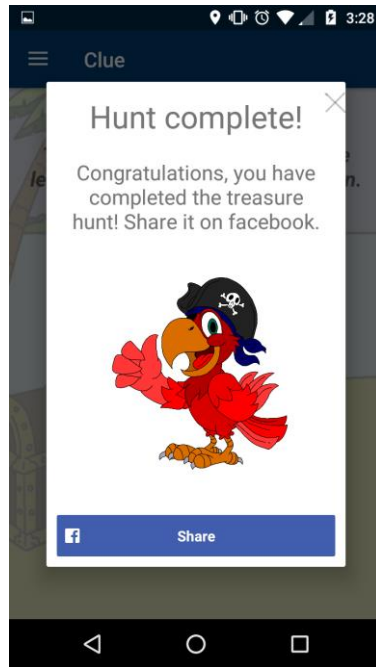
Once the 'Send' button is pressed the message and the information will be sent to the admin who will do what is necessary to rectify the issue



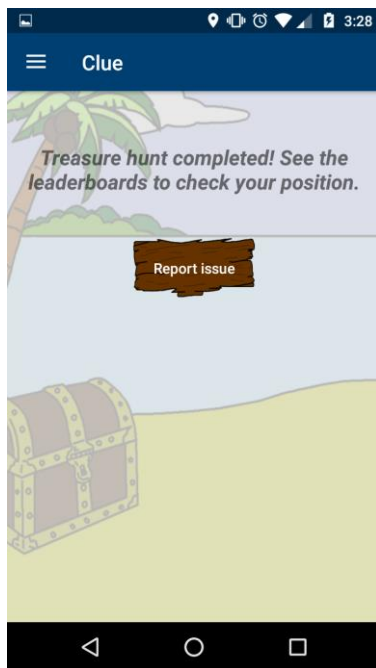
[2.5] ADDITIONAL FEATURES



Features fig. 1



Features fig. 2



Features fig. 3



Features fig. 4

The user may want to check their progress, to do this there is a progress bar at the bottom of the page which indicates how far they have progressed through the hunt and how far they have left to go. This is shown in figure 1.

When the hunt is completed there will be a different message for the user in the pop up box after the last QR code has been scanned, this is shown in figure 2.

When the user returns to the homepage, the option to scan a QR code will have been removed as well as the clues. Where the clue goes will be replaced with a new message. See figure 3.

If the user logs in and there is no hunt in progress they will see what is shown in figure 4. There will be no scan QR code option and message telling the user there is no hunt currently running.