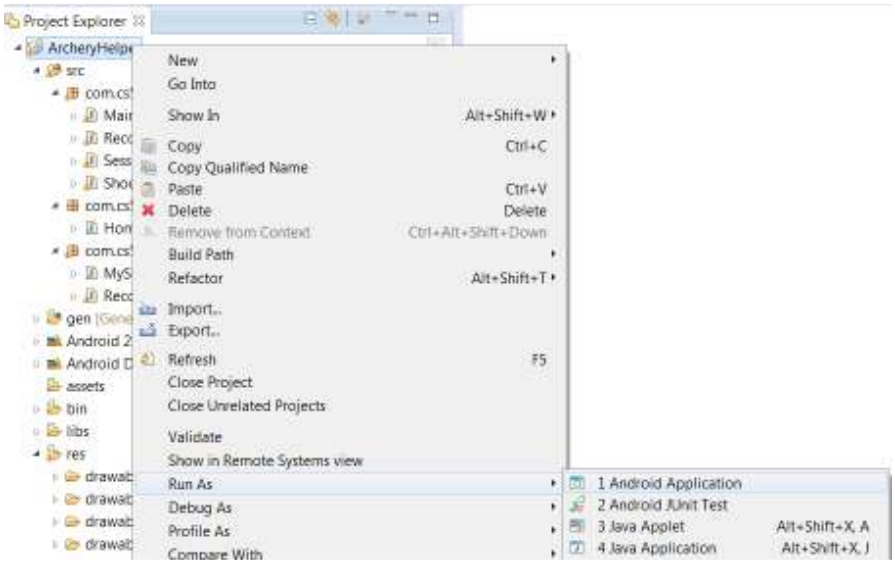
ArcheryHelper
Documentation

CS50 Final Project
Winnie Wu 80871473

The file provided is *ArcheryHelper.zip*. This needs to be unzipped and then imported into Eclipse using **File > Import**. The type to import **is Android > Existing Android Code into Workspace**. Then, browse for the root directory (which is just ArcheryHelper/ as you have unzipped) and select **Finish**.

This will import the entire project source code into the directory. In order to get the app to run on an emulator, right click ArcheryHelper and select **"Run as… > Android Application"** (see below).



This causes an emulator to appear and the application will automatically load on the emulator. If prompted, use AVD 2.1 (I developed for 2.1 because not many people have upgraded to Ice Cream Sandwich/Jelly Bean yet). The emulator may take some time to start up but the screen should automatically change to the main activity of the application when it has loaded.

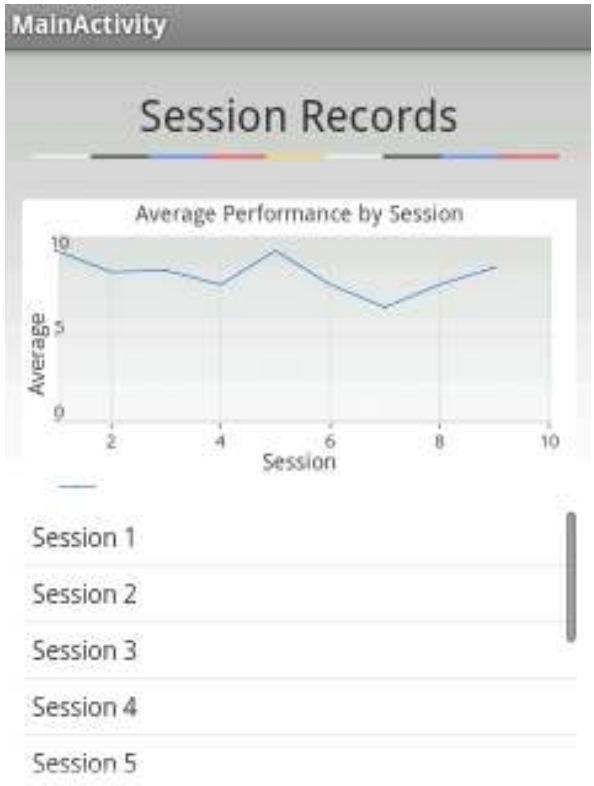
Use the mouse cursor to click the buttons on the touch screen. Also, to go back from screens, the  button must be clicked (on the right side of the emulator)

Main Screen:
Has two buttons. Touching Shoot takes you to the Shoot screen and touching Records takes you to the Records screen.

NOTE: This app is meant to be used as a tool when shooting arrows. The archer fires consecutive rounds of arrows (usually 3 arrows in a round, 10-20 rounds at once) and tallies and records their score after all 3 arrows have been shot (between rounds) before retrieving them from the target. Usually, this process would be carried out by pen and paper. I created this app so as to create a more automated process that is less cumbersome and calculates all the averages etc for the archer so that there are no math problems on tournament days as well!

Shoot screen:
Zoomed in target with numbers to input points as the archer shoots.
The record information box on the top left changes as the buttons are pressed. Next Round saves the current round into the SQL database, creates a new Record, increasing the round number and resets the score. Save Session ends the shooting session and saves the current round into the SQL database if arrows have been fired, then takes the user back to the main screen. Finally, Undo Last is for if mistakes were made pressing the buttons and deletes the last row entered into the database, so that the round can be re-shot.

The little grey question mark on the bottom right of the screen can be pressed for these instructions.



Records screen:
Displays the history of records by session and average performance per session in a graph. This way, archers can track their progress over time. The graph can be zoomed in and out by pinching/pulling (this isn't possible to do on the emulator, but you can click and drag to some extent).

The sessions are listed in a ListView below the graph. Clicking any row takes you to a separate screen where the specifics of the session are displayed.

There is a Delete Records button at the bottom of the screen. When clicked, a dialog box will appear asking if the user is sure they want to delete all records. Clicking OK will clear all rows in the database and return the user to the main screen.

Session Screen:
Displays the specifics of each separate session in case the archer wants to go back and look at previous performances. Also shows a graph of separate rounds fired in that session.