

UNIVERSITY OF PRETORIA

COS 301 - SOFTWARE ENGINEERING

THE SAVAGE RU'S

User Manual

Author(s):

Jodan ALBERTS
Mark KLINGENBERG
Una RAMBANI
Ruan KLINKERT

Student number(s):

14395283
14020272
14004489
14022282

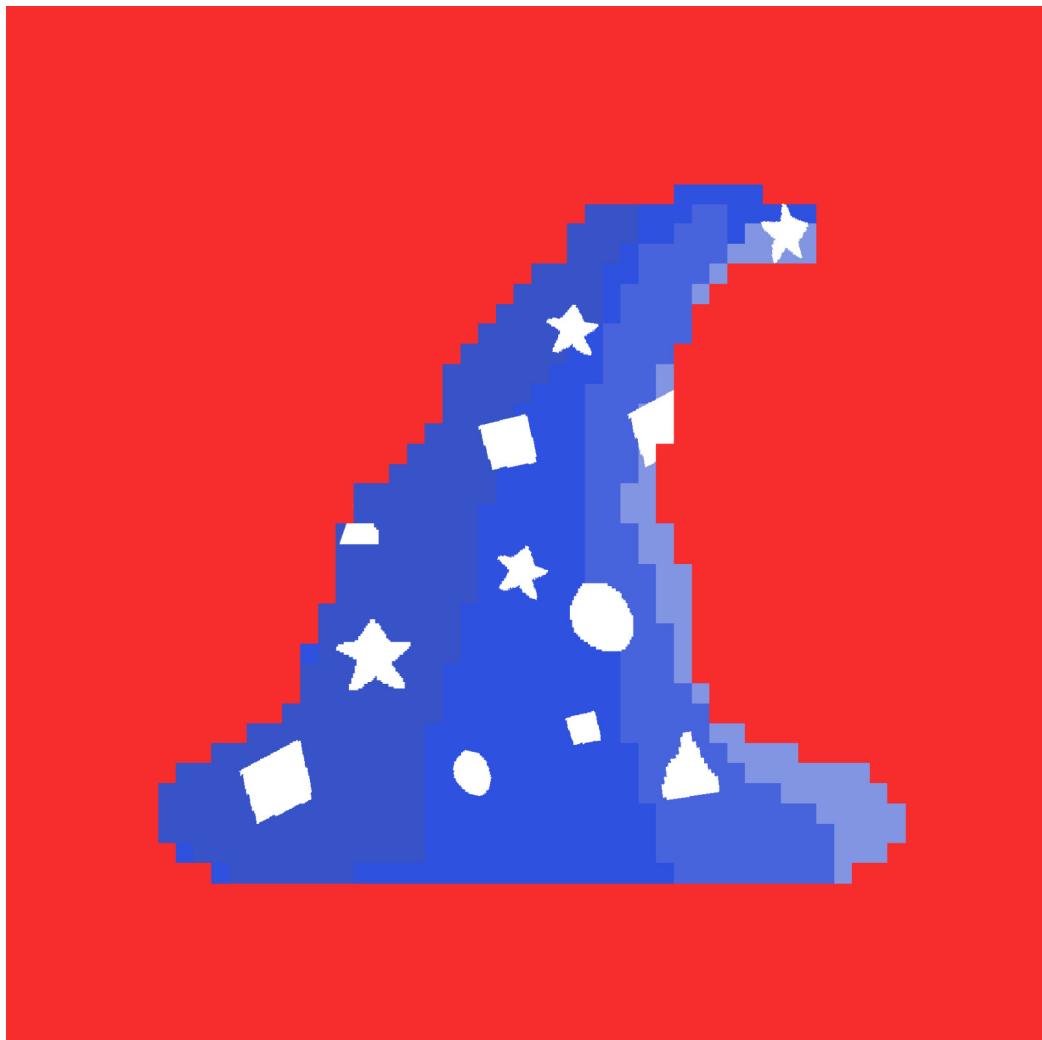


September 28, 2016

EPI-USE LABS PROJECT

VIZARD

USER MANUAL VERSION 0.1



Contents

1	Introduction	2
2	Installation	2
3	Getting Started	2
4	Landing Screen	3
4.1	On Capture Circle click	4
4.2	On View graphs click	5
5	Display Screen	6
5.1	On Edit Button click	8
5.2	Form	8
5.3	On Share Button Click	9

1 Introduction

This is the user manual for the vizARD Augmented Reality application being developed for EPI-USE Labs by The Savage Ru's.

VizARD is a mobile application which will allow a user to take a picture of tabulated data and then view, automatically generated, 3D graphs of the data projected onto the document of which the image was taken.

2 Installation

To access the VizARD application one must first install it, currently this is done by getting the vizARD apk file, and installing it onto your android mobile phone (allow for the installation from unknown sources). In the future this app will be available through the Google play store.

3 Getting Started

Once the app has been installed the user simply need to click on the application named VizARD, this will bring the user into a launching screen shown in figure 1.



Figure 1: launching screen

Once the app has finished launching the user will be created by the landing screen.

4 Landing Screen

Once the app has completed loading it will then bring you to a screen that looks like figure 2, this screen shows what the camera is looking at as well as having two buttons currently, these are the capture data circle (Figure 3) that should be familiar to users of snapchat, as well as the View Previous graphs button (figure 4).



Figure 2: landing screen

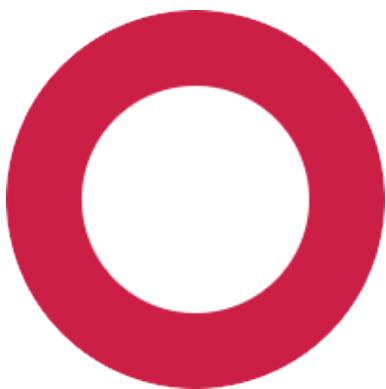


Figure 3: Capture icon.

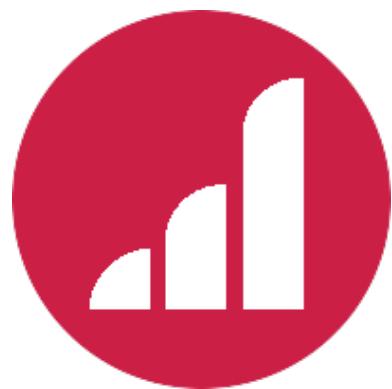


Figure 4: View Graphs.

4.1 On Capture Circle click

When a user clicks the capture data circle (figure 3) it will chose the table that is being viewed as the target for the 3D graph that will be generated, it will also send the image to a server to allow for optical character recognition of the data to make the graph, while this is occurring we plan to have some

loading model to be placed on the target while the user waits. Once it has generated the graph the app moves to the display screen.

4.2 On View graphs click

When a user clicks the View Graphs button (figure 4) currently nothing will happen as this section has not been implemented but we plan on it taking the user to screen shots of previous graphs they have decided to save.

5 Display Screen

Once the app has completed generating the graph it will then bring you to a display screen that looks like figure 5, this screen shows the newly generated graph that has been mapped onto the target two buttons currently, these are the share graph button (Figure 6), as well as the edit graphs button (figure 6). We plan on implementing a save graph button that will also be here and will take a screen shot of the graph and save it.



Figure 5: display screen



Figure 6: Edit button

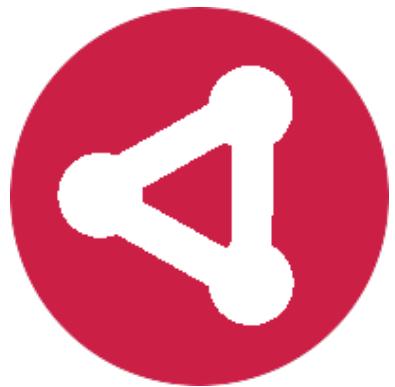


Figure 7: Share button

5.1 On Edit Button click

When the edit button is clicked a screen containing a form is shown, this form will allow the user to edit data and the graph.

5.2 Form

When the form is brought up from the edit button you see the following screen.

The screenshot shows a user interface for editing data. At the top, there are two buttons: "Cycle graph" and "Bar". Below them is a button labeled "Switch Axis". The main area contains several input fields and a table:

- A row with two input fields: "11" and "12".
- A row with a "Resize" button.
- A section labeled "Category title" with an input field.
- A section labeled "Series title" with an input field.
- A table with three columns: "the", "Monday", and a third column which is partially visible. The first row of the table has a light purple background.
- The table rows contain the following data:

	the	Monday
Weekly	1	0
AWRBSQ	0	501
It's	0	0
The	1	0
New	0	0
One	0	0
- A "Generate" button at the bottom right of the table area.

Figure 8: Edit form

The form contains a table that displays all the data that the OCR has read and generated the graph from, it also allows for the switching of axis, when the switch axis button is clicked, and you can cycle through graph type by pressing the "Cycle graph" button.

5.3 On Share Button Click

The share button has not been implemented but once it has when a user clicks it the app will take a screen capture of the graph and open up general sharing option such as share to facebook or whatsapp.