IDEA9101 - ASSESSMENT 2:

AI-BASED DISTRIBUTED RESPONSIVE ENVIRONMENT

USER GUIDE

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USER GUIDE SYSTEM ARTHICTURE

SYSTEM ARCHITECTURE:

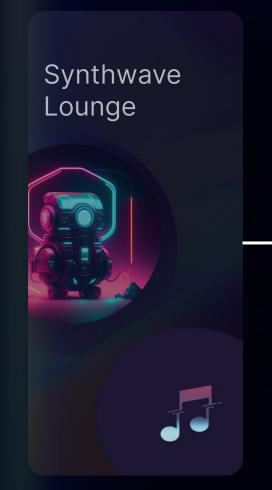
- Client: Users can interact with the mobile application: enter texts about moods, see recommended cocktails and send bullets.
- Server: receive a bullet, display music visualization and special visual effects triggered by particular words
- Data storage tool: array and dictionary
- MQTT: display the bullet on the server side in real-time

COMPONENT DESCRIPTION:

- Client interface: provide the user interface, including textbox, recommended cocktail display area, and the bullet screen sending area
- Semantic analysis module: receive a description of users' moods from the server, and categorize their emotions into 5 types: Sadness: 0-20% (lower mood). Anxiety: 20-40% (lower mood). Calm: 40-60% (moderate mood). Relax: 60-80% (higher mood). Happy: 80-100% (higher mood)
- Cocktail recommendation module: recommend suitable cocktails for users based on semantic analysis, and display the results on the page
- Bullet management module: receive bullet from the server, and send the latest bullet to the client to display

USER GUIDE

MUSIC VISUALIZATION AND INTERACTIVE BULLENT



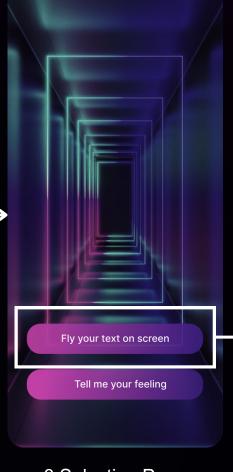
1.Start screen

When users open our project, they can enjoy the design style of the project first, then this page will automatically skip to the next page.



2. Intro screen

This page briefly introduces how to use our project, and users can clikc anywhere to start.



3.Selection Page

If users want to send bullet and interact with others, they can choose the first button.

Users can enter any text in the textbox and then click the button, or they can choose the words preset to send.

Share what you want to

Hello

Send your message

4.Bullent comment

Hola

5.Server



After sending, users can see their words flying from right to left on the screen.

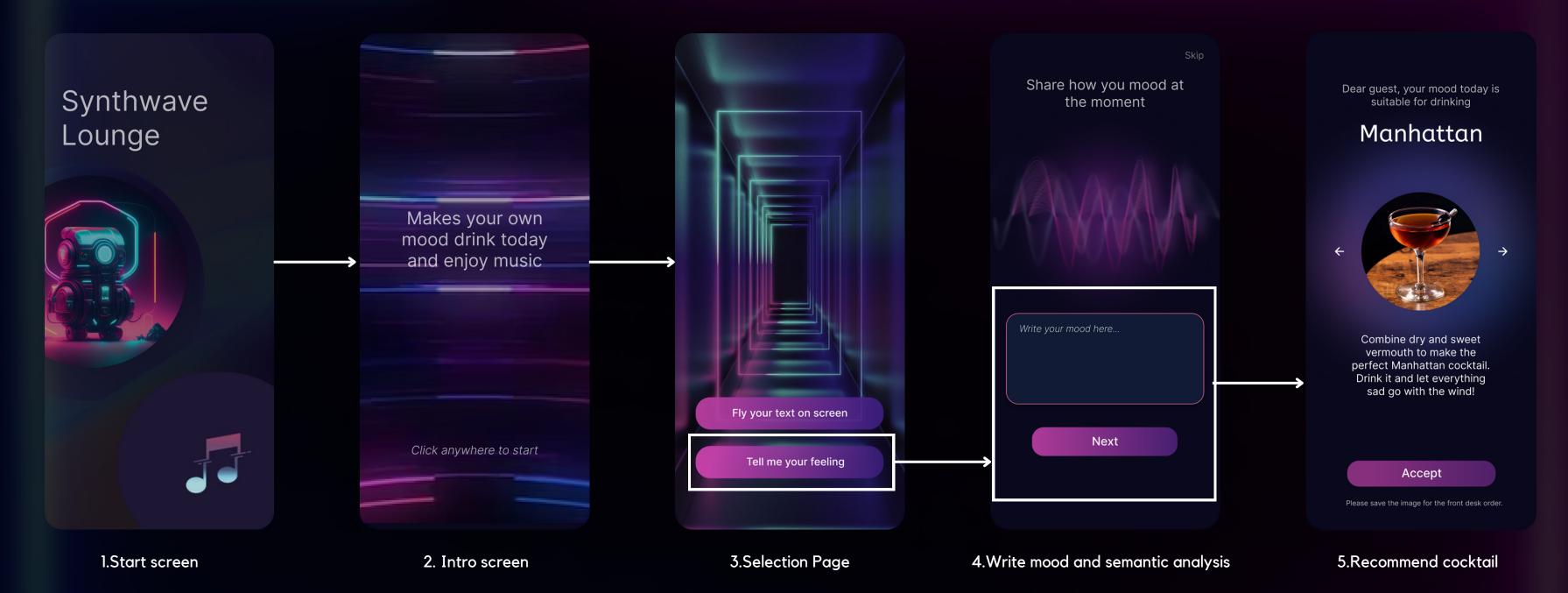


5.Server(trigger)

If the bullent contains some particular words (love, happy, nice), there will a beautiful effect.

USER GUIDE

SEMANTIC ANALYSIS AND RECOMMENDING COCKTAIL



When users open our project, they can enjoy the design style of the project first, then this page will automatically skip to the next page. This page briefly introduces how to use our project, and users can clike anywhere to start.

If users want to experience the semantic analysis, they can choose the second button. Users can write anything in the textbox, and then wait for the semantic analysis result. Users can slide the screen left or right to see different cocktails. If users want to drink, they can click the button to save the image and then show it to front desk or waitresses.