Bilkent University

Department of Computer Engineering

Senior Design Project

OverSeer

User Manual

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Contents

User Manual

OverSeer

1.   Introduction

In this report, we will provide the manual of OverSeer that describes how to use the functionalities.
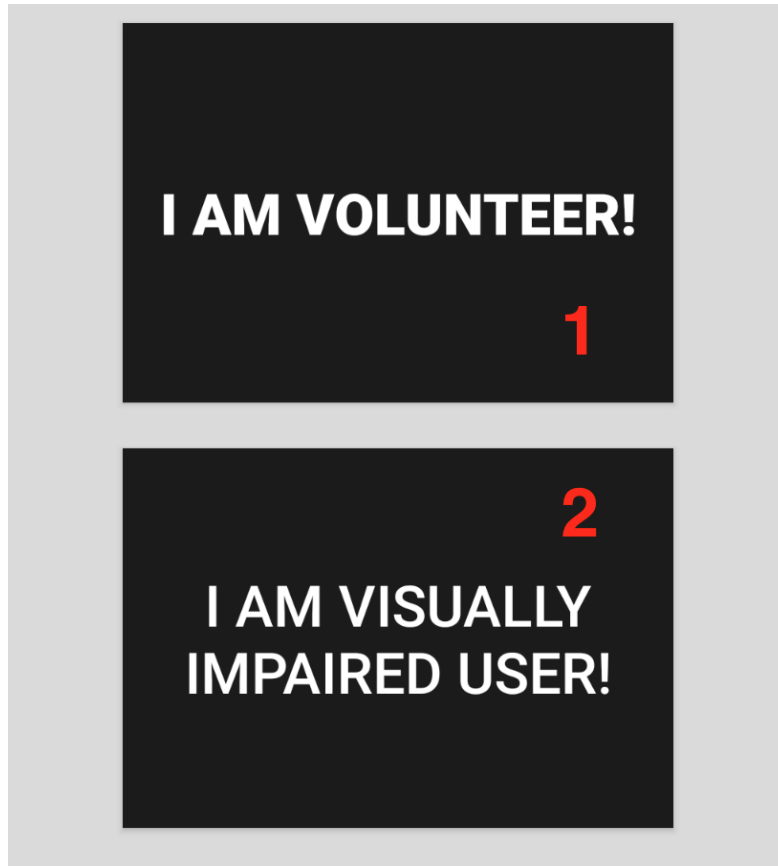
2.   User Manual

There are two user types: volunteer and visually impaired. We will describe the functionalities according to their experience in OverSeer.

To use the application, an APK is provided in the project webpage. You could find it in here:

https://hq-project.github.io/CS491-Website-Project/

2.1 Visually Impaired User

2.1.1 User Selection Screen

1. Registers current user as volunteer. This screen is shown for the first time when the application is opened.
2. Registers current user as user. This screen is shown for the first time when the application is opened.

2.1.2 Setup Screen

1. If the user has already got an account, they could sign in by choosing this option.
2. If the user does not have any account, they could sign up by choosing this option.

2.1.3 Sign In Screen

1. The User must input their phone number here.
2. The User inputs their password for their account registered by the phone number.
3. After submitting, the application will try to sign the user in by their credentials.

2.1.4 Sign Up Screen

1. The user enters their name to this field.
2. The user inputs their phone number. The phone number must be unique.
3. The user states their password here.
4. After submitting the details, the user's account will be set up and their details will be saved. This means that they do not have to sign up or sign in again.

2.1.5 Main Menu
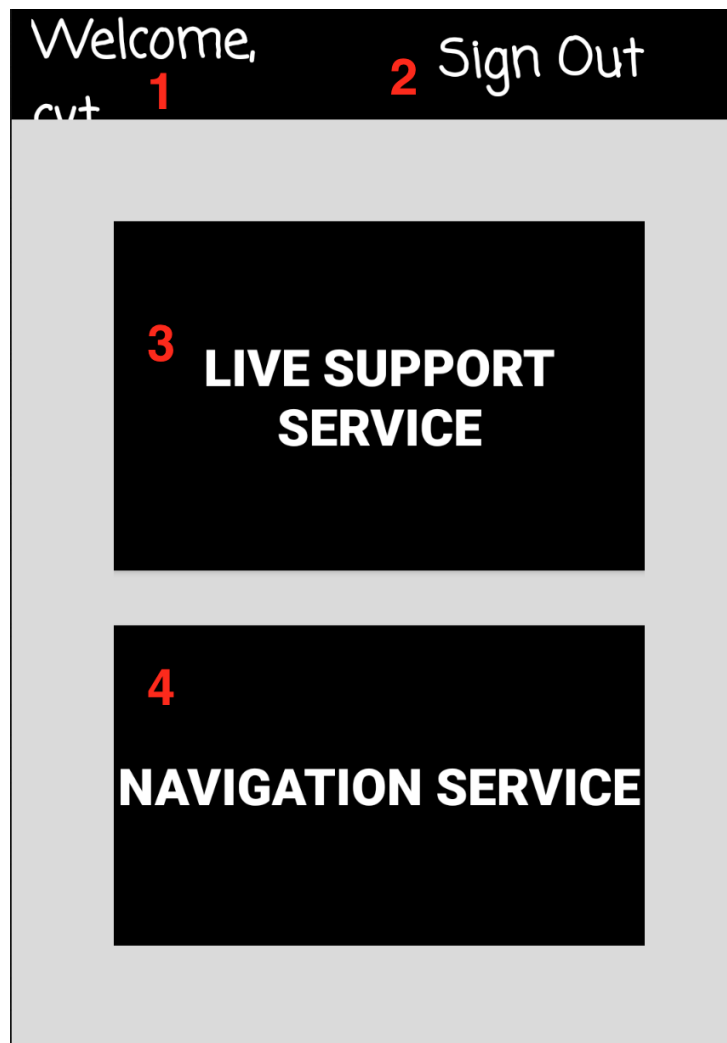
1. This message is read to the user to make them feel welcomed.
2. Users can sign out by using this button.
3. Users can use the live support service by selecting this button.
4. Users can get navigation support by choosing this service.

2.1.6 Navigation Menu
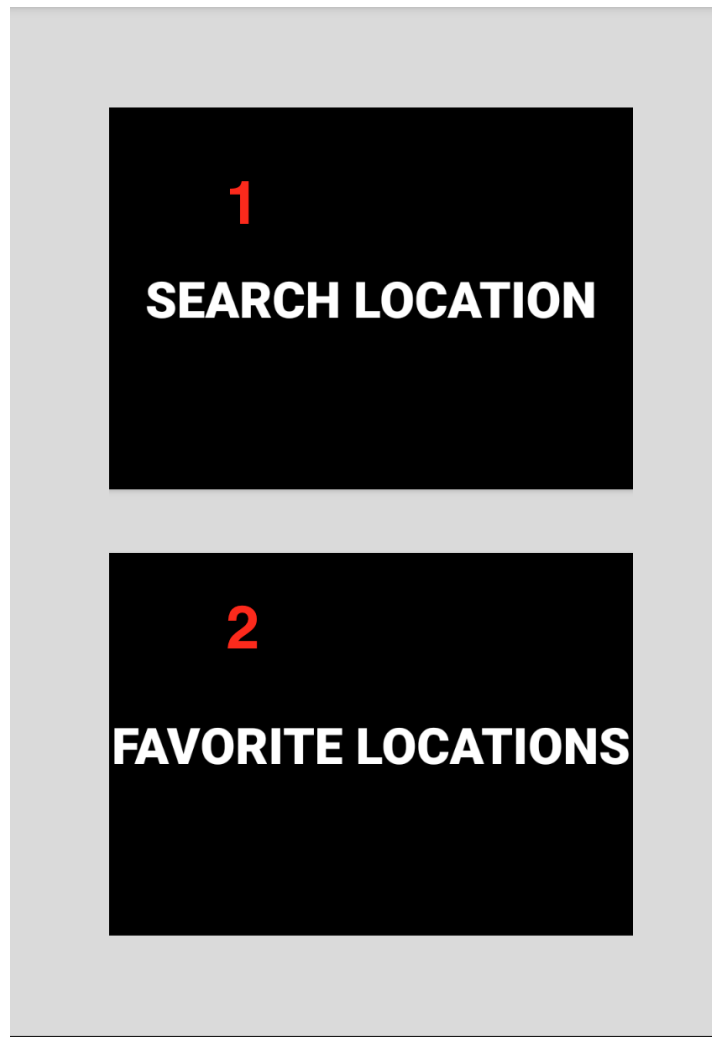
1. In the navigation menu, users can search for a location by choosing this button.
2. Users can view their saved favorite locations by clicking this button.
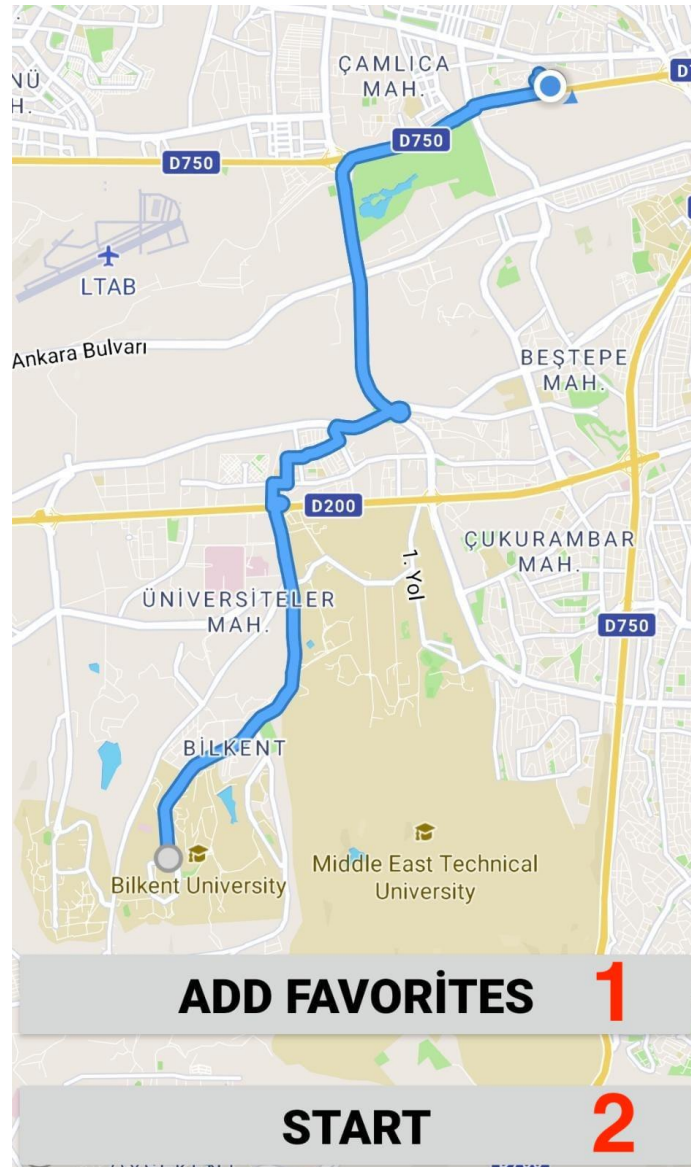
2.1.7 Navigation Place Search

1. Users can input where they want to travel and OverSeer provides the best possible suggestion.
2. Users can choose the search button to search for any relevant places according to the input.
3. Relevant output is displayed here and read out to the user.

2.1.8 Navigation Category Search

1. Users can make a category search depending on the input. If they do not know a specific palace but want to get suggestions based on their locations, users can select the category search button to interpret input as a category.
2. The most relevant output to the category interpretation is displayed here in a list.

### 2.1.9 Navigation Place Preview

1. When users choose a destination suggested in the search, it is previewed here. Users get notified about the path and they can add this to their saved places to quickly access it later.
2. Users can start the navigation to get live directions.

2.1.10 Navigation Screen
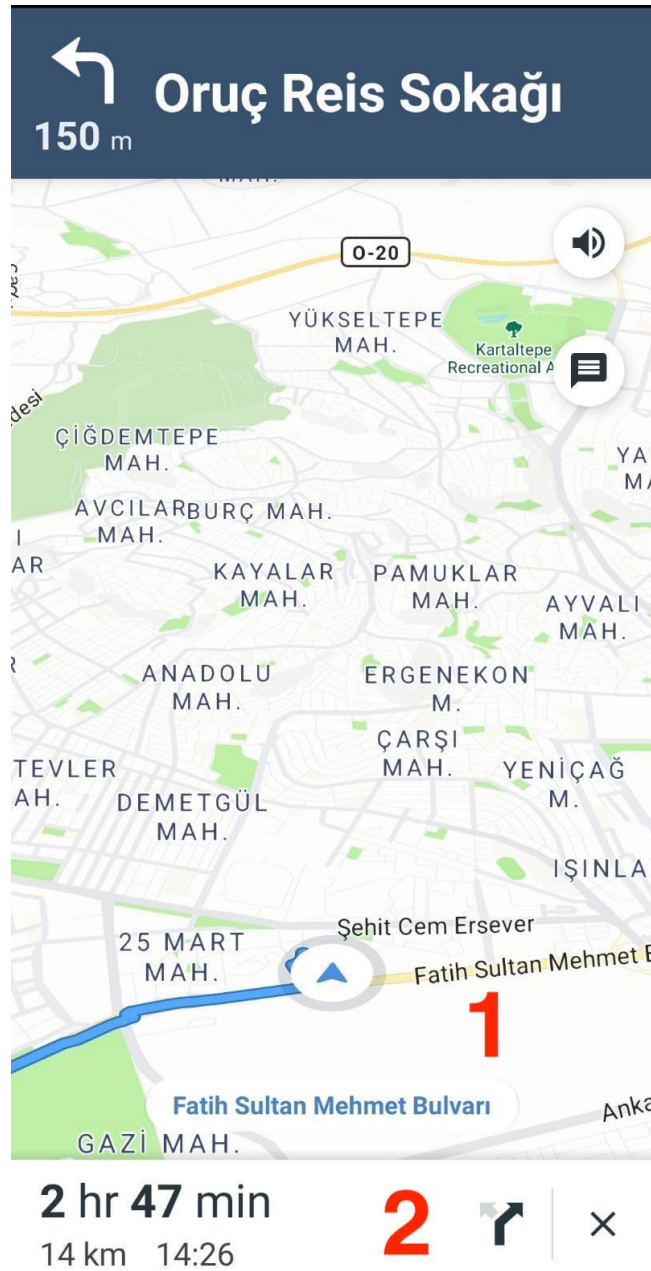
1. This is how the navigation screen looks when the user is navigating.
2. The information and path are constantly read out to the user to navigate them.

2.1.11 Adding Place as Favorite Screen
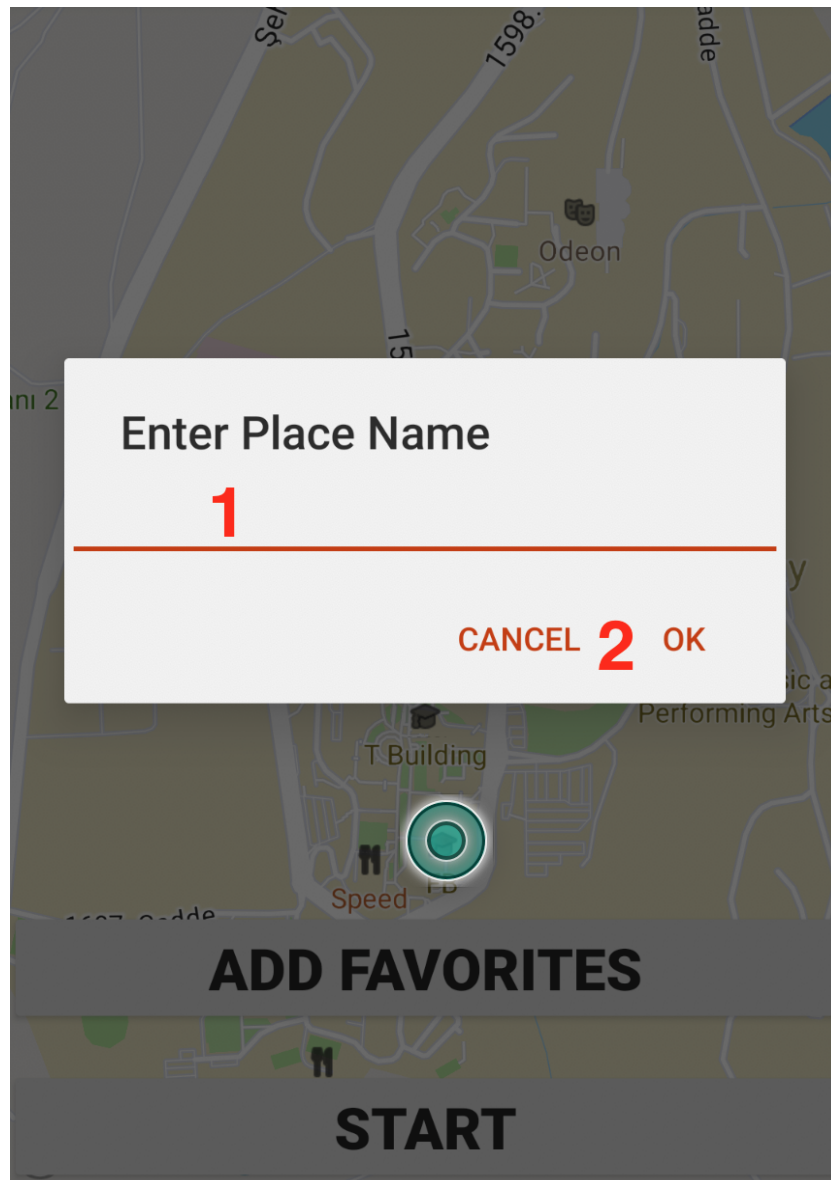
1. When the user decides to add a place as favorite, this screen is displayed. Users must name this place to save it under their favorite places.
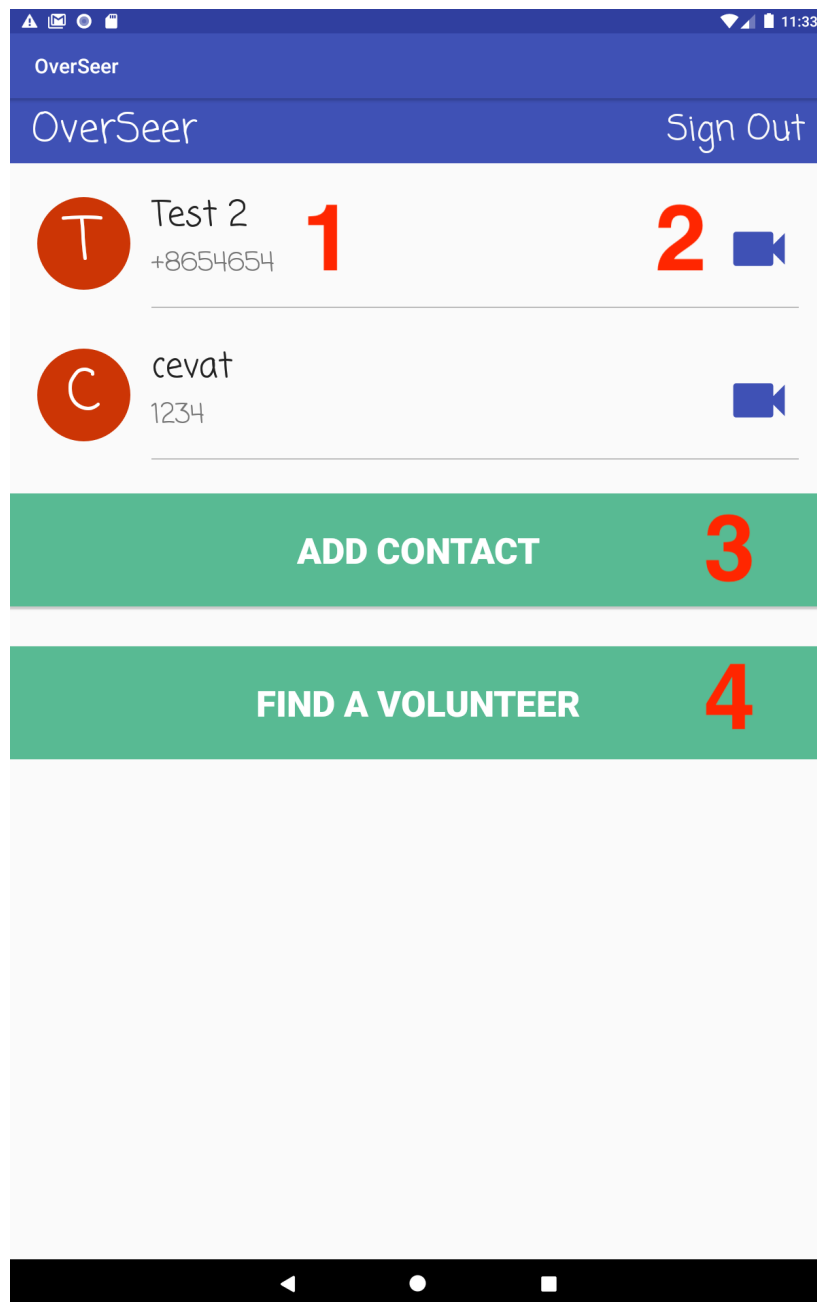2. Users can either cancel their decision or confirm it.

Favorites

1. This is how the saved favorite places are displayed. By choosing this, the user can navigate to their saved place.
2. The user can delete their previously saved place if it is no longer an interest to them.

2.1.13 Live Support Menu

1. Users added friends are displayed here. This displayed their friend's name.
2. This button tries to establish a connection to their friend.
3. This button allows the user to register a friend of theirs.
4. This button tries to find an available volunteer which this user can get help from.

2.1.14 Live Support Calling a Friend / Volunteer
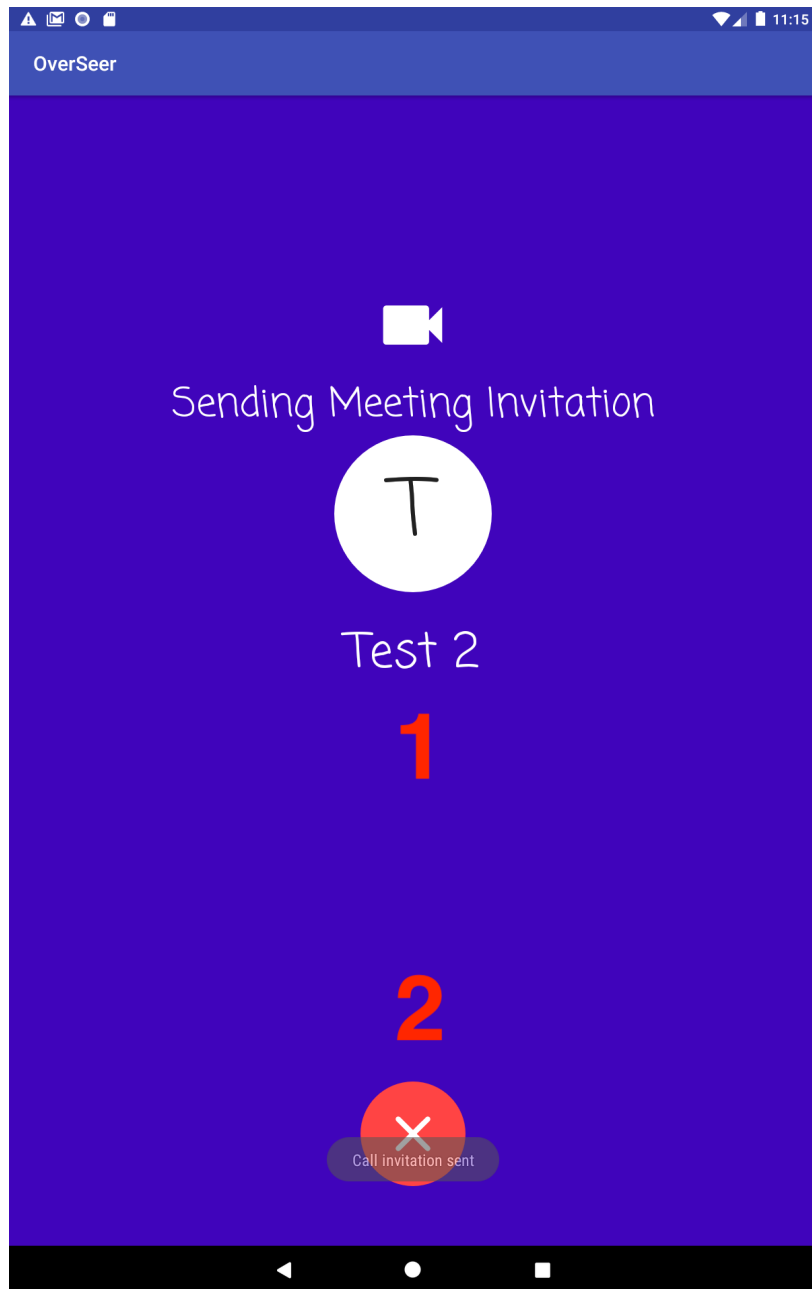
1. When a user requests help, this is how their screen is displayed. They are regularly updated about the progress.
2. Users can cancel the request any time they wish.

2.1.15 Live Support Adding a Friend
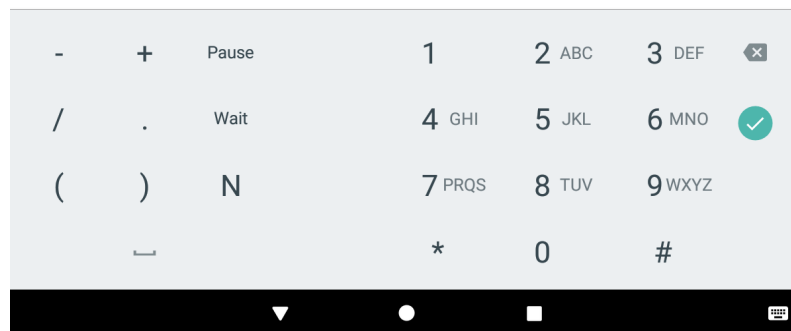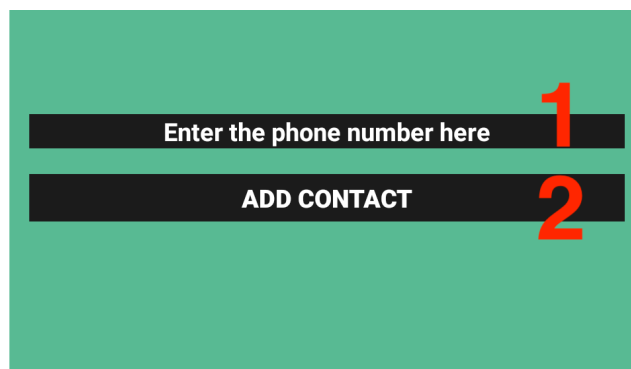
1. Users can register the phone number of their friends here.
2. Users can choose this option to add their friends defined by their phone number.

2.1.16 Live Support Call Screen

1. This is the screen when a volunteer connects to the device camera of the user. Thus, users can request the help they need from their visual helper.

2.2   Volunteer

2.2.1 Sign In Screen

1. This is the sign up screen of the volunteer. The UI is more sophisticated and there is not any accessibility. Volunteers can register their phone numbers here to sign in.
2. Volunteers input their password to fill up their credentials.
3. After clicking this, the volunteer will sign in.
4. If they do not have an account, volunteers can open up a new account.
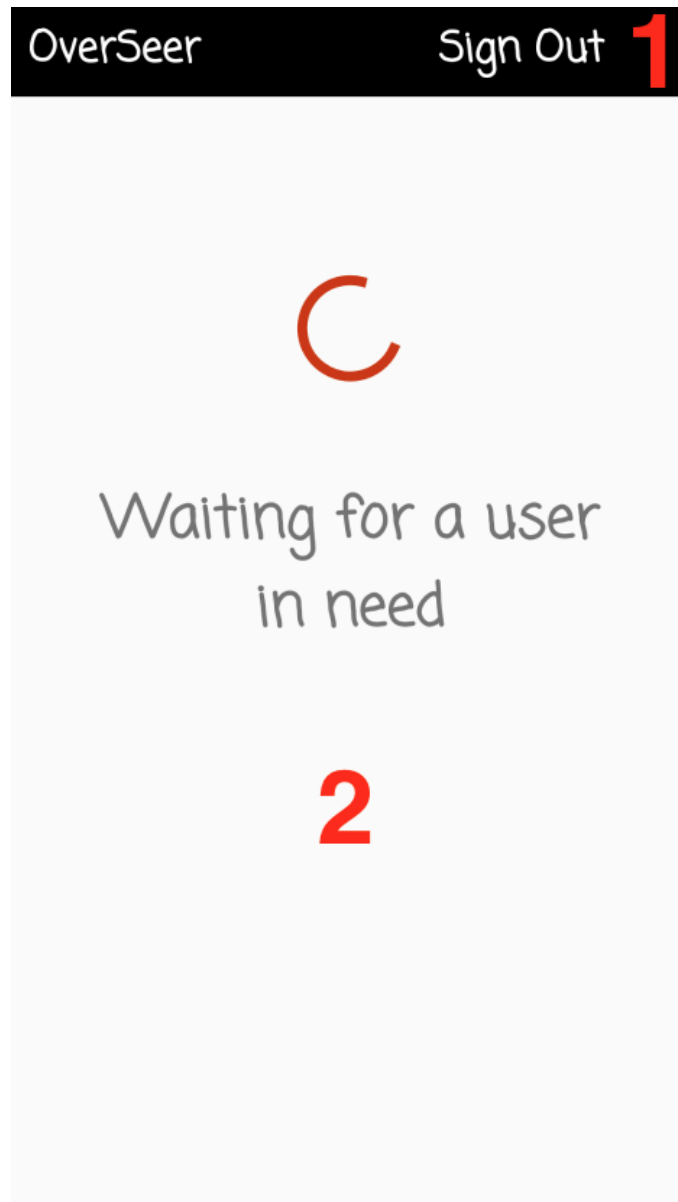
2.2.2 Sign Up Screen

1. Volunteers register their name here.
2. Volunteers input their unique phone number here.
3. Volunteers must set up a strong password for their account.
4. This button will process their inputs and create an account for them.

2.2.3 Volunteer Menu Screen

1. Volunteers can sign out any time they wish.
2. Volunteers automatically advertise themselves as available and wait for a help request.

2.2.4 Volunteer Incoming Call Request Screen
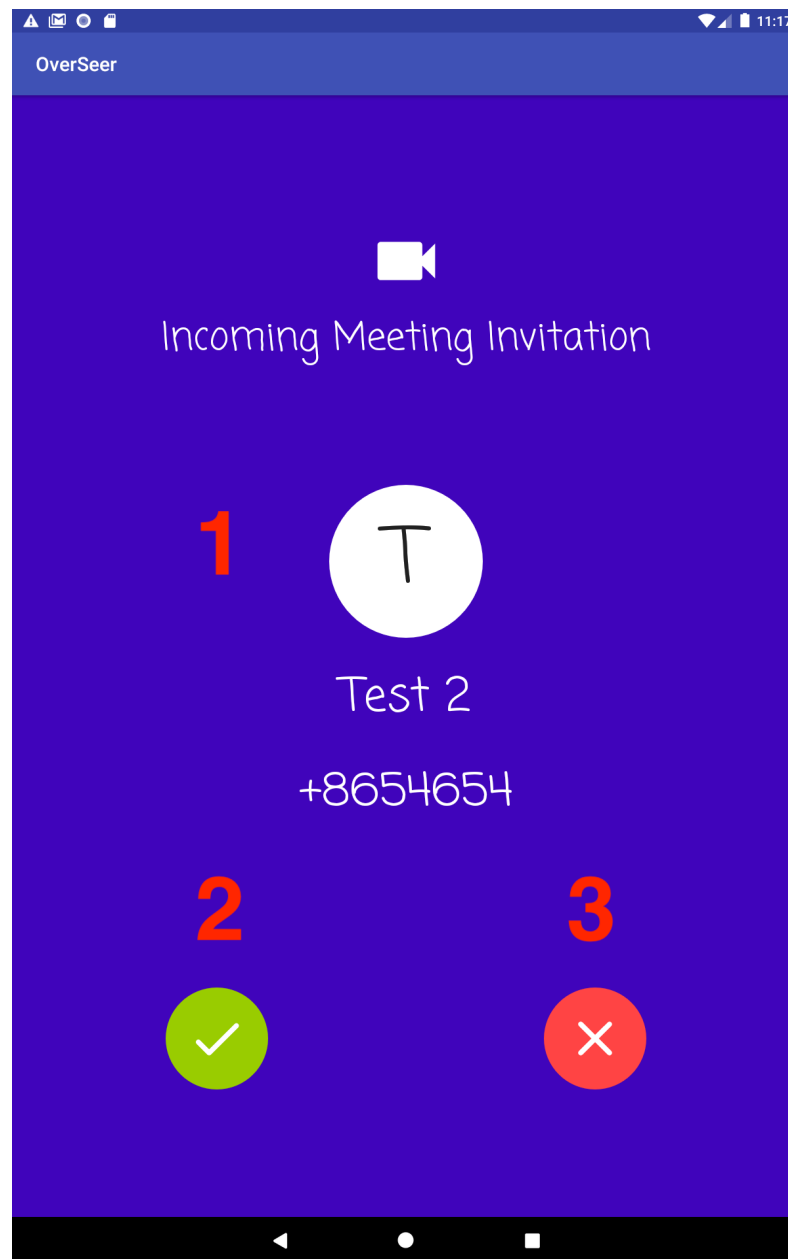
1. This is the screen which volunteers see when they receive a help request.
2. Volunteers can accept the request if they are available.
3. Volunteers can decline the request if they are not available.