Phocus app ReadMe File
by Team LaserPhocus

To run the app:
in order to run the app please:

1) go to the following link https://www.dropbox.com/sh/xxswn2kl1oyyc6c/AAAj4--RfoD7xBHm6hxJWrATa?dl=0
2) download Phocus.ipa
3) Run (you may have to right click on the file and select Open With > Xcode)
4) Once the folder is open on Xcode, switch your Xcode to run as an iPhone 6 (see image below) and press the play button to run the simulator.



<u>Instructions for using the Phocus application:</u>
1) Task 1: Solo Phocus session and Task 2: Group Phocus session

The first screen the user sees when they open the app is the 'start' screen which enables the user to quickly start a new Phocus session. The user must choose whether she wants to accept a challenge from a friend (clicking the "From Friend" button) or a random challenge set by the system (clicking the "Random" button). The dial allows users to set the length of the phocus session. After setting the time through the dial, one can click either the group button or the solo button. The former leads one to the group creation screen, in which the user selects who will be in the group from a list of friends. Then, after the user clicks "Phocus", the user will enter the Phocus session brief page, which will remind one of the time and challenge associated with the session. The screen reminds the user to cancel the session or unlock the phone within 30 seconds. Clicking the solo button leads one first to take a video or photo before the Phocus session brief page.

2) Task 3: Send a challenge to a friend
The first tag on the lower bar called 'challenge' allows the user to send challenges to friends. One can choose a friend, write the challenge, and then send the challenge. The challenge will show up if the next time the friend wants to focus and selects "From Friends" as the mode of the challenge.

<u>Technical Limitations</u>
1) On Solo Phocus session and on Group Phocus session tasks, the phone does not actually lock because the application cannot get permissions from iOS to lock the phone. Thus, we used a Wizard of Oz technique, where the lock screen is basically a screen implemented by us that looks like the phone lock screen.

2) We did not implement a backend, so all the data is static. In further work we will implement a backend in Parse holding all user and session data.

3) We didn’t implement a settings page, so in further work we will implement one settings screen where the user can set specific settings such as: countdown time to cancel a Phocus session, privacy, etc.