CleanPlate README

General Usage Notes:

 CleanPlate optimally supports iOS 9.0 running on an iPhone 6. CleanPlate may be run on an earlier iOS and on different devices with unexpected behavior.

Installation Instructions:

 Download CleanPlate.ipa from <http://web.stanford.edu/class/cs147/projects/sustainability/Team_Squad/process.html> under the 7th item. Connect the device that you would like to test with to a Mac computer that has iTunes. Open the CleanPlate.ipa file. Depending on your security settings, you may have to right click the file and then open it. Upon the launch of iTunes, click the device icon in the top left of the window. From there, click apps and find CleanPlate in the list of apps. Click “install” next to CleanPlate and then click “Apply” at the bottom of the window. This will install the app onto your device ready to use!

Operating Instructions:

 Once the user opens the app, the user will have to allow CleanPlate to send notifications and use the user’s current location. After this, the app opens up to its home landing page which is a map view with markers as restaurants that have excess food available to pick up.

Tasks-

1. Pick up and deliver food (Complex)
	1. From the home landing page, tap on one of the markers to see a bit more information about that restaurant and how much food they have to pick up.
	2. Tap on that marker’s window to segue to a new screen with more information about the restaurant and the ability to confirm that you will pick up their food.
	3. Click on “pick up” or the green checkmark button to indicate that you will go pick up food from the restaurant.
	4. An alert will pop up to confirm that you will make this pick up, click confirm.
	5. Another alert will pop up to ask if you need directions to the restaurant. If you do, click yes to get directions from the Google Maps app. If not, click no.
	6. A dark window will appear indicating that the restaurant has not yet confirmed that you have picked up the food. In a production app, the restaurant side application would communicate with the CleanPlate app to say that the food has been picked up. However, for our prototype, you can tap on the window to say that you have picked up the food.
	7. In the new screen that is presented, select a marker to see what Food Bank is there.
	8. Click on the name of the food bank to deliver food there.
	9. In the alert that appears, click “confirm” to confirm that you will make this delivery.
	10. If you would like directions, click yes in the next alert that asks you if you would like directions.
	11. The black window that appears is where normally the food bank would confirm that you have delivered the food. For our prototype, you can tap on the window to say that you have delivered the food.
	12. You have now completed the delivery process. In the next alert that appears, click ok to view your rewards.
2. Add a favorite restaurant ( Medium)
	1. From the home landing view, select a marker to see more information about that restaurant.
	2. Click on the marker’s window to segue to the next screen with more information about the restaurant.
	3. Click the heart button in this screen to add this restaurant to your favorites. This restaurant has now been added to your favorites so that you can get notifications from them.
	4. You can see this restaurant under your favorites now. To go to your favorites screen, click the menu bar button in the top left of the app and select the favorites button from the navigation menu.
3. Redeem a reward (Simple)
	1. Click the menu bar button in the top left of the app to reveal the navigation screen.
	2. Click on the rewards button in the navigation menu. This reveals the rewards screen.
	3. Under your active rewards, tap on one to redeem it.
	4. In the alert that appears, click OK to redeem that reward.
	5. A QR code will appear that corresponds to your reward. You can present this to the proper restaurant and click “done” after you have done so.

Limitations:

 All of the restaurants in the app are hard-coded in. The search feature in the landing home screen and the shelter’s screen only searches across the restaurants or shelters that are hard-coded in. We hard-coded in some other restaurants in the “favorites” screen of the app as well as the “recent” screen of the app. We prepopulated the “rewards” screen of the app with five rewards from restaurants. The user is also just hard-coded in as Bryan McLellan.

Because there is no backend or restaurant/shelter side of our application, the user has to tap through the two parts of the app when normally the restaurant or shelter would confirm from their end. Also, the app requires that the user has the Google Maps app if they would like directions to either the restaurant or shelter when they are making a pick up or delivery.