

Captiva: Journalism Streamlined, from Pitch to Publication

CS 147 - Augmented Humans

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README

Thank you for trying Captiva's Hi-Fi prototype! Before you get started, the Captiva team just wants to point a few things out about the application. If you haven't been able to download it yet, you can find the .ipa on our website:

<http://web.stanford.edu/class/cs147/projects/AugmentedHumans/Captiva/>

This app was built in Xcode, using Swift 3.0. It was specifically designed for the iPhone X; we can't make any guarantees about the experience on other iPhone models. Additionally, since this is just a prototype, there are a number of features that won't be available for you today. These include:

- Profile features
 - Including a login screen and a profile page that allows users to see/change their profile/contact information and view the information of their organization
- Search feature
 - In the future, you will be able to search all of your stories and elements to find something specific you're looking for
- Multimedia inputs
 - On the input screen, you will be able to add pictures, videos, or any other type of media.
- Emailing in the "who to ask" feature
 - Right now, there are buttons that would send emails to the people in the list. However, these are nothing more than buttons right now.

Additionally, many of the features of the app are hard coded, including:

- Collaboration features
 - We see that information appears upon the first opening of the app. This is to give an example of how collaboration may work in the final version of the app.
- "Who to ask" people
 - Right now, opening the "who to ask" page opens the same list of people every time. Of course, in the real application, this list would depend on what the user is looking for help on.

However, the core functionality of the app today is fully functional, and even when you leave the app, your data will be saved. Hope you enjoy using Captiva and seeing the future of journalism!