

User Manual

Deployment of System:

- 1) Before deploying either version, you must use the eas command "eas login" and login to the eas account for the app.
- 2) See Pre-Deployment and Deployment folder for more information about Testflight and deployment information: [Pre-Deployment and Deployment Info](#)
- 3) Android Install
 - a. Build the most current version of the app using the eas build --platform android command. In the command line while in the directory for the app use this command.
eas build --platform android

```
C:\Users\plync\OneDrive\Desktop\CtExploredApp>eas build
@ eas-cli@8.0.0 is now available.
To upgrade, run npm install -g eas-cli.
Proceeding with outdated version.

(node:16848) [DEP0040] DeprecationWarning: The `punycode` module is deprecated. Please use a userland alternative instead.
(Use `node --trace-deprecation ...` to show where the warning was created)
✔ Select platform » Android
Loaded "env" configuration for the "production" profile: no environment variables specified. Learn more: https://docs.expo.dev/build-reference/variables/
✔ Using remote Android credentials (Expo server)
✔ Using Keystore from configuration: Build Credentials Lsj0Q7drjK (default)

Compressing project files and uploading to EAS Build. Learn more: https://expo.fyi/eas-build-archive
✔ Uploaded to EAS is
✔ Created project metadata file
✔ Uploaded to EAS

Build details: https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/builds/eabd8114-69ec-4d35-a661-fb294dc6df2d

Waiting for build to complete. You can press Ctrl+C to exit.
✔ Build finished
```

- b. Submit the build using eas submit. After the build is completed use this command.
eas submit --platform android

Google Play store requires a Google Service Account in addition to a Google Play Console account. This is because you need a private key Json file that is provided with the service account. To create the Service account, follow the steps [here](#).

You will need the Json file that contains the key.

First select the option select a build from EAS and select the most recent android build.

```
? What would you like to submit? » - Use arrow-keys. Return to submit.
> Select a build from EAS
Provide a URL to the app archive
Provide a path to a local app binary file
Provide a build ID to identify a build on EAS
```

```
? Which build would you like to submit? » - Use arrow-keys. Return to submit.
> - ID: eabd8114-69ec-4d35-a661-fb294dc6df2d (16 minutes ago)
Profile: production
Commit: c82dfb9 "play store service account submitter"
- ID: 7fd217f8-2e37-48d7-bcf9-023fdbbc69dff (2 hours ago)
```

Next it will ask for the Json file that contains the key for your Service account. If the file path is not correct for the variable “serviceAccountPath” in the eas.json file. It will prompt you to enter the Json file.

```
A Google Service Account JSON key is required to upload your app to Google Play Store.
If you're not sure what this is or how to create one, learn more: https://expo.fyi/creating-google-service-account
? Path to Google Service Account file: » playstoresubmitter-471f6b2e88f5.json

Project ID: eb475563-af70-494f-a38e-d66fede80c47
Release track: INTERNAL
Changes not sent for a review: false
Release status: DRAFT
Google Service Account Key:
  Key Source : local
  Key Path : playstoresubmitter-471f6b2e88f5.json
  Account Email: play-store-service-account@playstoresubmitter.iam.gserviceaccount.com
Rollout: undefined
Build:
  Build ID : eabd8114-69ec-4d35-a661-fb294dc6df2d
  Build Date : 5/2/2024, 8:04:09 PM
  App Version : 0.1.21
  Version code: 4

✓ Scheduled Android submission

Submission details: https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/submissions/e33d1f77-5dea-469b-9e97-01783716e189

Waiting for submission to complete. You can press Ctrl+C to exit.
✓ Submitted your app to Google Play Store!

All done!
```

c. Log on to the Google Play Console. Find the most current version and publish it for internal testing.

Latest releases ☺

Release	Latest version	Track	Release status
3 (0.1.21)	3	Internal testing	✓ Available to internal testers Full rollout
0.1.21	4	Internal testing	Draft

Click the arrow in the same row as the version that you published. You will see the create internal testing release page. Click Next, then click Save and Publish. The only version that should appear under Latest releases is the newest one.

Latest releases ?

Release	Latest version	Track	Release status
0.1.21	4	Internal testing	✓ Available to internal testers Full rollout
-	-	Production	Draft

- d. Update the testers by adding the emails of the new testers under the Internal Testing section by clicking the arrow next to testers, if need be.

Internal testing Phone

Releases Testers

Testers

Up to 100 testers can join your internal tests. You can choose more than 100 testers, but only the first 100 to join will be successful.

<input checked="" type="checkbox"/>	List name	Users	
<input checked="" type="checkbox"/>	Testers	3	→

[Create email list](#)

Feedback URL or email address
Let testers know how to provide you with feedback 19 / 512

How testers join your test

Join on the web Testers can join your test on the web

[Copy link](#)

Adding testers:

* – Required fields

List name * 7 / 200

Add email addresses
Separate emails with a comma, and press enter to add them to your list

[Upload CSV file](#)

- e. Send the link for the published build to testers by clicking Copy link under the How testers join your test section. Testers must be using the email that is on the testers list. The link will open the Google Play Store to the app.

4) IOS Deployment

- a. If app isn't already installed, follow the [TestFlight External Deployment](#) document in the [Pre-Deployment and Deployment](#) folder.
- b. Build the most current version of the app using eas build --platform ios. In the command line while in the directory for the app.

```
eas build --platform ios
```

```
marekgrabowski@Mareks-MacBook-Pro C:\ExploredApp % eas build --platform ios
* eas-cli@7.8.2 is now available.
To upgrade, run npm install -g eas-cli.
Proceeding with outdated version.

Loaded "env" configuration for the "production" profile: no environment variables specified. Learn more
✓ Using remote iOS credentials (Expo server)

If you provide your Apple account credentials we will be able to generate all necessary build credentials and fully validate them.
This is optional, but without Apple account access you will need to provide all the missing values manually and we can only run minimal validation on them.
✓ Do you want to log in to your Apple account? ... yes

> Log in to your Apple Developer account to continue
✓ Apple ID: ...@my.ccsu.edu
Destination: ios-simulator (https://expo-dev-center-prod.s3.amazonaws.com/artifacts/ios-simulator/ios-simulator-profiles)
```

For IOS you will be prompted to sign in with your apple id, and potentially enter a 2FA code

```
✓ Fetched Apple provisioning profiles
Provisioning profile (id: K3FKBYB48Y) is no longer valid
✓ Fetched Apple provisioning profiles
✓ Provisioning Profile - ID: K3FKBYB48Y
  Name: *[expo] com.ctexploreddev.CTExploredGuidedTours AppStore 2024-03-29T19:35:52.313Z
  Expiry: Sat Mar 29 2025
Would you like to reuse the original profile? ... yes
Fetched Apple provisioning profiles
```

Reuse the existing provisioning profile (y)

```
Waiting for build to complete. You can press Ctrl+C to exit.
✓ Build finished

🍏 iOS app:
https://expo.dev/artifacts/eas/eVmxfeDptCgSjWqW812Fhx.ipa
%
```

- c. After the build is completed submit the build using the eas submit command.

Select option one as our build was created on Expo Cloud servers.

```
% eas submit --platform ios
★ eas-cli@7.8.5 is now available.
To upgrade, run npm install -g eas-cli.
Proceeding with outdated version.

? What would you like to submit? > - Use arrow-keys. Return to submit.
> Select a build from EAS
  Provide a URL to the app archive
  Provide a path to a local app binary file
  Provide a build ID to identify a build on EAS
```

Select the most recent build.

```
✓ What would you like to submit? > Select a build from EAS
? Which build would you like to submit? > - Use arrow-keys. Return to submit
> - ID: 70b9e141-366c-4656-aa00-c6d450453d43 (4 minutes ago)
  Profile: production
  Commit: c148891 "Merge pull request #40 from Mad-Hatterz/Minh_Nvm..."
  - ID: 02664dd0-ed97-4ebd-ac62-14c3ed3f7e3b (3 days ago)
  - ID: e5b3842c-7699-4a3a-9fe4-7eebaa749e82 (6 days ago)
  - ID: b13ee3df-89c6-4481-a731-6ed2722e1710 (7 days ago)
  - None of the above (select another option)
```

For ios you will be prompted to login with your apple id again.

```
> Log in to your Apple Developer account to continue
? Apple ID: > [redacted]
```

```
✓ App Store Connect API Key already set up.
Using Api Key ID: 5XHD7N3Z6F ([Expo] EAS Submit 5R_MtfYgIu)

ASC App ID: 6480323417
Project ID: eb475563-af70-494f-a38e-d66fede80c47
App Store Connect API Key:
  Key Name : [Expo] EAS Submit 5R_MtfYgIu
  Key ID : 5XHD7N3Z6F
  Key Source: EAS servers
Build:
  Build ID : 70b9e141-366c-4656-aa00-c6d450453d43
  Build Date : 4/29/2024, 12:16:13 PM
  App Version : 0.1.13
  Build number: 1

✓ Scheduled iOS submission

Submission details: https://expo.dev/accounts/ctexploreddev/projects/CTExploredGuidedTours/submissions/9ffe44ff-d849-48cd-98c9-3035bfeb05d8

Waiting for submission to complete. You can press Ctrl+C to exit.
# Submitting your app to Apple App Store Connect: submission in progress
```

d. Once you see this screen your app is being uploaded to apples server, this step takes about 5 minutes. Once uploaded it should be automatically published to the internal TestFlight testing group, you should receive an email, along with a push notification.

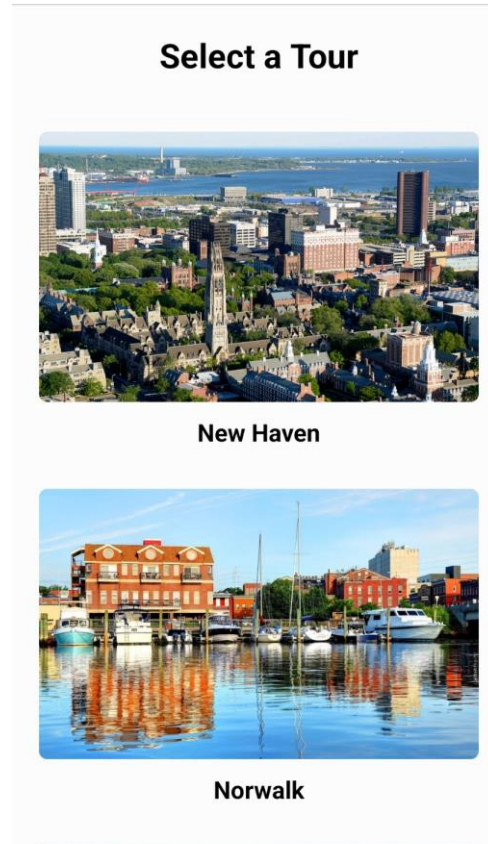
Main features:

- 1) Tour Selection:
 - a. Description: Upon opening the app, choose a tour from the list of tours provided (currently there are three tours available). Selecting a tour will bring you to a map view that has different POIs (points of interest) related to the tour.
- 2) Viewing POIs and their information:
 - a. Description: Numbered blue circles on the map represent the different POIs. Clicking on a POI allows users to see detailed information about it, such as an image, location, and description.
- 3) Directions to POI:
 - a. Description: Directions can be easily accessed by clicking on the blue address displayed below the image of the POI. This is integrated through Google and Apple Maps, to allow for a seamless experience for Android and Apple users.
- 4) Instagram login:
 - a. Description: Clicking on the Instagram button will prompt a user to first log into the app, using Google, Facebook, or Apple ID. After authentication within the app has been made, a user can click on the Instagram button again and be prompted to login with their Instagram account.
- 5) Saving a POI:
 - a. Description: A user can tap on the save button on the bottom of the information page of the POI so save it for future reference. The saved locations can be accessed easily from the "saved" page at the bottom of the app.
- 6) Read More:
 - a. Description: Additional information can be found about the POI by clicking the "read more" button. Currently it will redirect to the home page of CT Explored, but future development aims to link to specific articles.
- 7) Leaderboard:
 - a. Description: After a user has logged in with Instagram, they can earn points on the leaderboard by posting a picture to Instagram with a hashtag. The leaderboard allows a user to track their place and see exactly where they fall compared to other users.

Main Walkthrough:

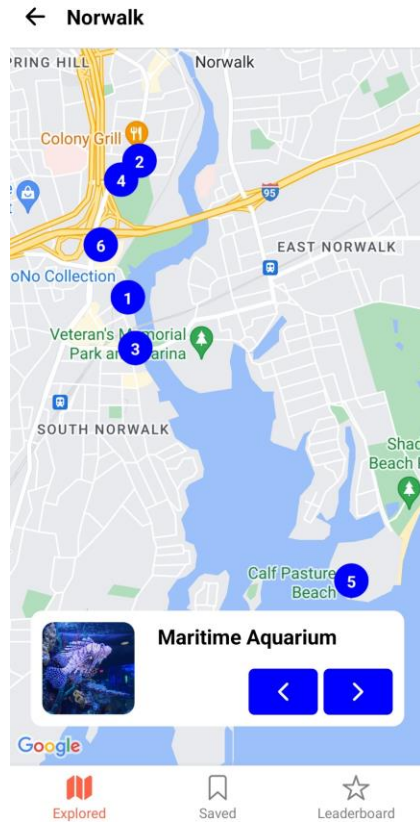
- 1) Choose a tour: When the app first loads, you can select a tour from the list provided. Selecting a tour (ex: Norwalk) will bring you to a map screen with different points of interest.

*Connecticut*Explored



- a.  Explored  Saved  Leaderboard

- 2) Viewing & accessing information of POIs (points of interest): The map screen will display these POIs, where you can either click the little blue circle with the number or use the arrows at the bottom to navigate between different POIs.



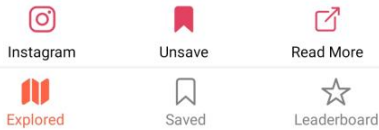
- a.
- 3) Accessing information of POIs: Once a POI has been clicked on, the app will bring up a new screen, that contains an image of the POI, the location of it, and a description about the POI.

← **Step 1: Maritime Aquarium**



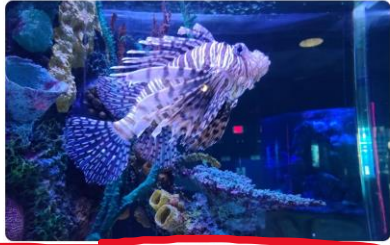
 10 North Water St, Norwalk, CT 06854

A state-of-the-art aquarium showcasing marine life from Long Island Sound and around the world.



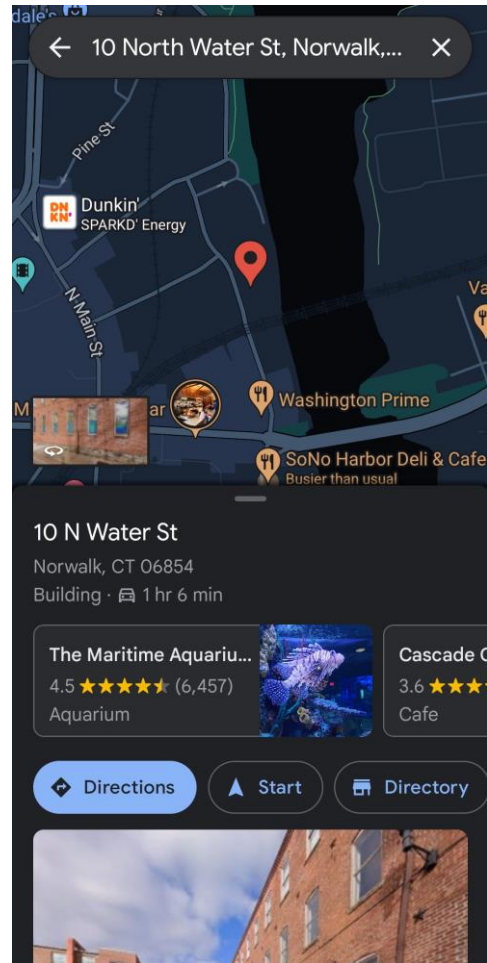
- a.
- 4) Directions to POI: Underneath the image, there is an address in blue that you can click on, and it will ask you to open Google/Apple maps. Once you open the maps, it will show you the directions to get to the POI, either by driving, walking, etc.

← Stop 1: Maritime Aquarium



📍 10 North Water St, Norwalk, CT 06854

A state-of-the-art aquarium showcasing marine life from Long Island Sound and around the world.



a.

- 5) Saving POI: If you would like to save a POI to view later, you can press the save button on the bottom of the screen, which you can then view from the "saved" page, that holds all saved locations.

← Stop 1: Maritime Aquarium



📍 10 North Water St, Norwalk, CT 06854

A state-of-the-art aquarium showcasing marine life from Long Island Sound and around the world.

ConnecticutExplored

Saved Locations



Maritime Aquarium

Instagram **Unsave** Read More

Explored Saved Leaderboard

Explored Saved Leaderboard

a.

6) Read more: There's a button to read more about the location. At the moment, it brings you to the home page of the CT Explored website. In future development, it should bring you to the specific article connected to the specific POI/tour.

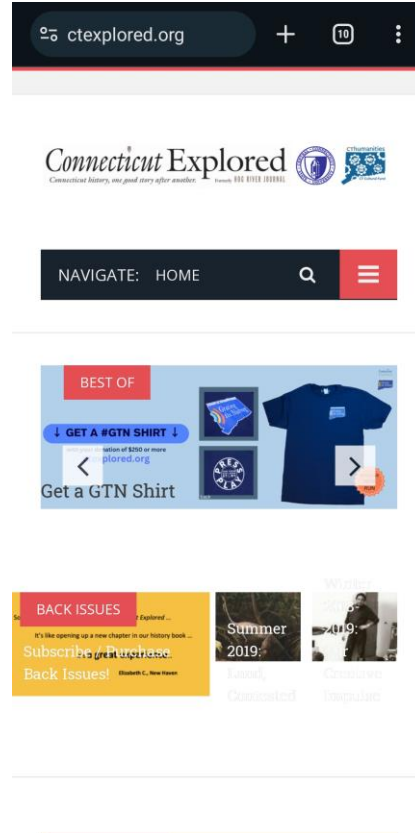
← Stop 1: Maritime Aquarium



10 North Water St, Norwalk, CT 06854

A state-of-the-art aquarium showcasing marine life from Long Island Sound and around the world.

- Instagram
- Unsave
- Read More**
- Explored
- Saved
- Leaderboard

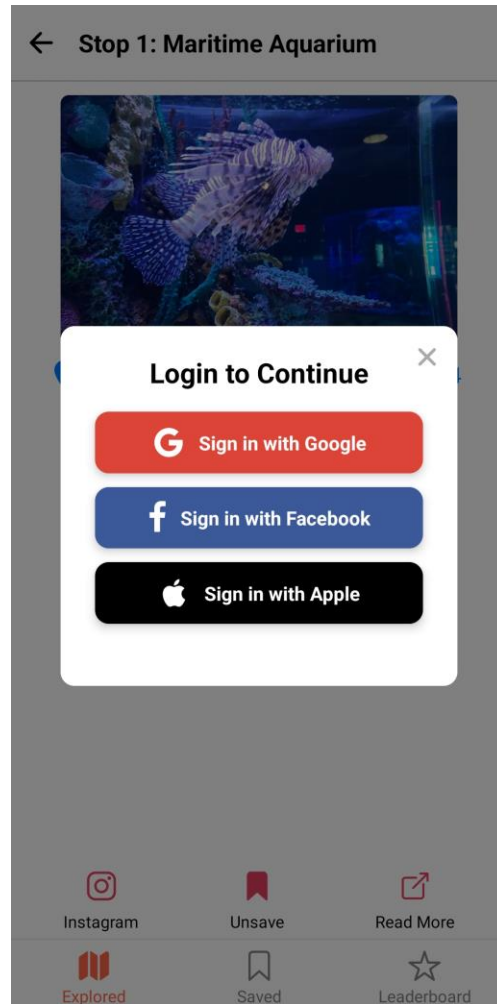


a.

Additional Walkthrough:

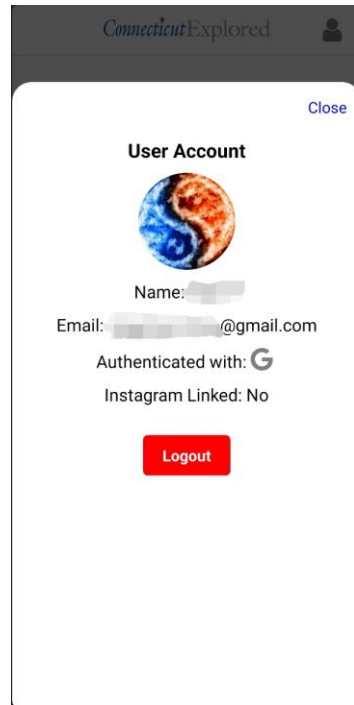
1) Posting to Instagram Walkthrough:

- a. After a user has selected a tour, and a POI, they can click on the Instagram button to log in. At first, this will prompt the user to log into the CT Explored Guided Tours app, using Google, Facebook, or Apple.



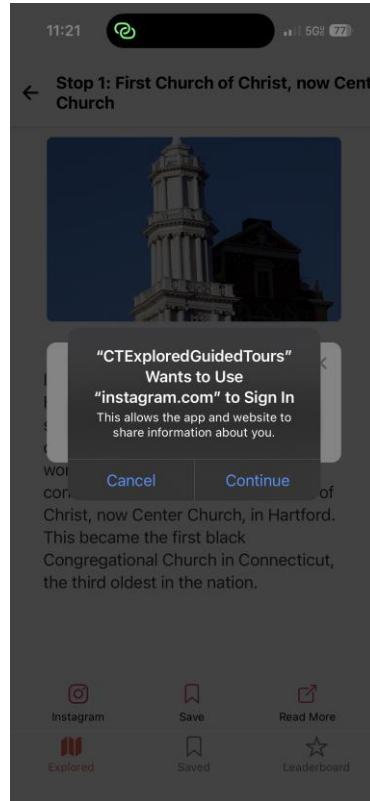
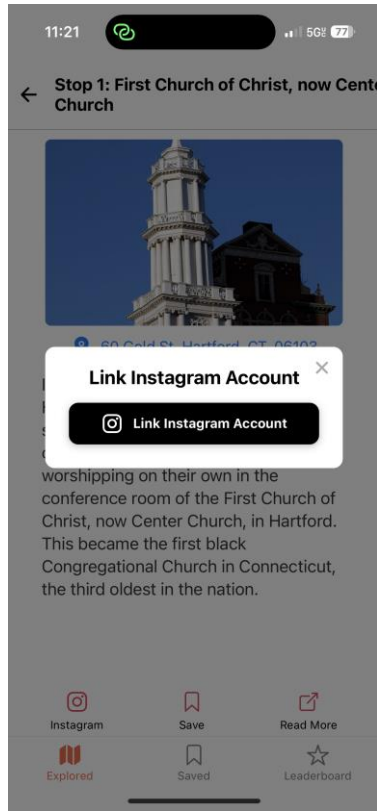
i.

- b. After signing in with one of the provided systems, you can go to the home page and click the little human icon at the top to see Account information (such as name, email, how you're authenticated, etc).

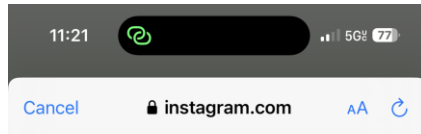


i.

- c. If you go back to the POI, you can click on the Instagram button again, and this time it will prompt you to link your account to Instagram. It will also pop open a web view that will confirm that you want to link your Instagram account to the app.



i.



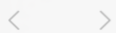
You previously connected CT Explored Scavenger Hunt App to your Instagram account. Would you like to continue sharing information about ctexploreddev?

Allow

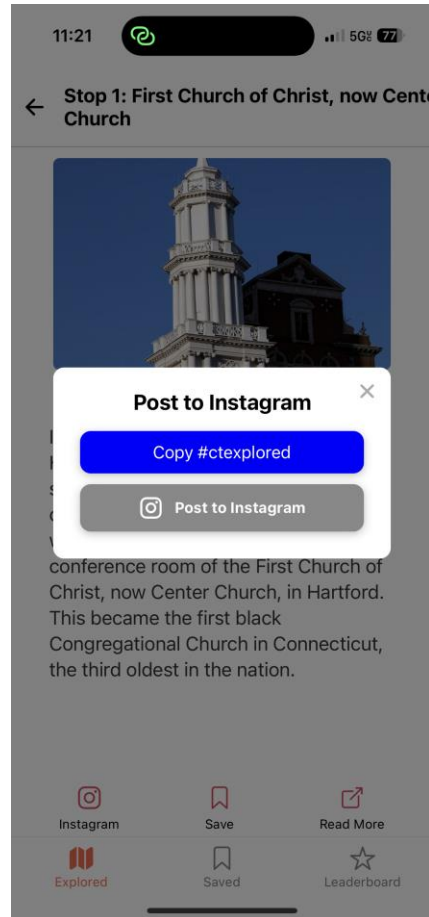
Don't Allow

By tapping Allow, CT Explored Scavenger Hunt App will receive ongoing access to your information on your Instagram app. Each time CT Explored Scavenger Hunt App accesses your information, Instagram will capture it. [Learn more](#).

[CT Explored Scavenger Hunt App Privacy Policy](#) and [Terms](#).



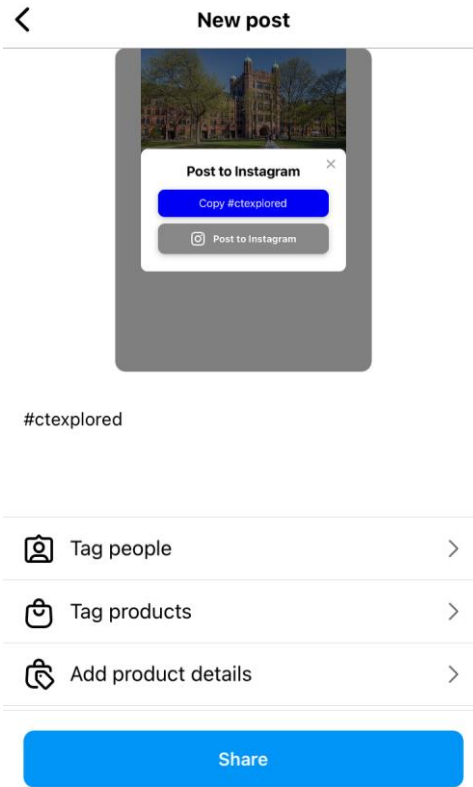
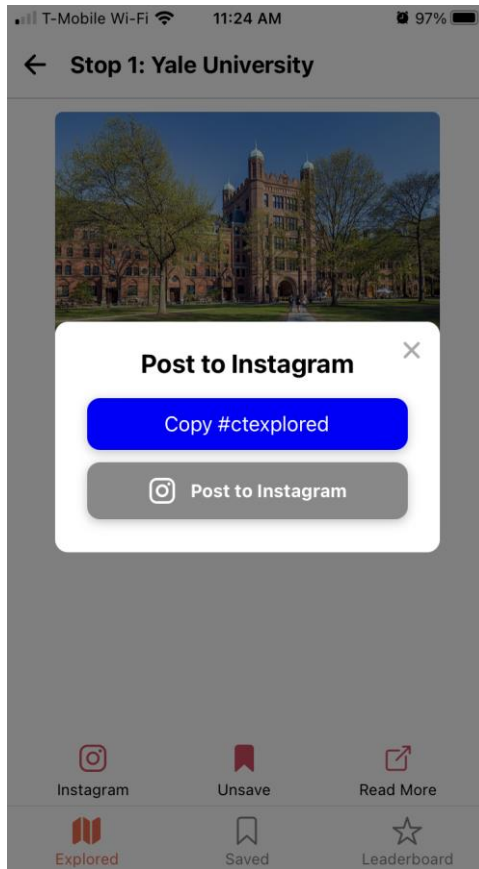
- d. After your account has been linked, you can copy the hashtag and click on the “post to Instagram” button. This will bring you to Instagram and once an image has been posted with the hashtag, it will update the leaderboard as needed (see leaderboard walkthrough for more details).



i.

2) Leaderboard Walkthrough:

- a. Users can click the #ctexplored button to copy it, and then they can use Ctrl + V to paste it into their Instagram post. Then, they can click the “Post to Instagram” button to link the Instagram webpage and make a post with either the copied hashtag or by typing it in manually if preferred.



- b. Once a user posts on Instagram with the hashtag #ctexplored, the application will compute the user's current score and then proceed to update the Supabase table accordingly. In the app, if you click on the "leaderboard" button, you will be shown the leaderboard and your score will be highlighted in yellow, to show your location on the leaderboard.

supabase.com/dashboard/project/twtrtscyltruxhgnvo/editor/28977

Table Editor

CTExplored Free / CT Explored App: Guided Tours / Enable branching

Filter Sort Insert RLS disabled role post

	id int4	user_id uuid	insta_username text	score int4	+
<input type="checkbox"/>	3	NULL	user1	10	
<input type="checkbox"/>	4	NULL	user101	6	
<input type="checkbox"/>	6	NULL	HollyMolly	99	
<input type="checkbox"/>	7	NULL	vinny.daria	0	
<input type="checkbox"/>	5	NULL	user1015	7	
<input type="checkbox"/>	2	NULL	minhctram	1	
<input type="checkbox"/>	1	NULL	ctexploreddev	25	

11:19



5G 77%

ConnecticutExplored



🏆 Leaderboard 🏆

2	ctexploreddev	25
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Rank Username Score

	HollyMolly	99
	ctexploreddev	25
	user1	10
4	user1015	7
5	user101	6

Explored

Saved

Leaderboard