



Lavalley Industries
Lab Section 1 – Group 4
Deliverable K – User and Product Manual
Engineering Design - GNG1103

Team Members

Robert Lavalley (300229720)

Shazan Abbas (300236313)

Amro Tabche (300219476)

Ali Sherry (300239471)

Dan Bonakdari (300256506)



Abstract

The essential purpose of our deliverable is to demonstrate the use of the user manual of our application. We have decisively divided this deliverable into instructional sections, including the home screen, the main screen, other screens, and common troubleshooting.



Table of Contents

Abstract.....	ii
Table of Contents	iii
List of Figures.....	iv
1. Introduction.....	v
2. Home Screen.....	vi
3. Main Screen.....	vii
4. Other Screens	viii
5. Troubleshooting	ix
6. Conclusion	x



List of Figures

<i>Figure. 1. Main Menu.....</i>	<i>vi</i>
<i>Figure. 2. Main Screen.....</i>	<i>vii</i>
<i>Figure. 3. User Manual.....</i>	<i>viii</i>



1. Introduction

This User Manual (UM) provides the information necessary for players and coaches to effectively use the InSync application, as well as how to troubleshoot any errors the user may have when operating. The most recent revision of the user manual covers all the most recent changes and how to operate all the new functions. The user manual also covers any common questions as well as how to troubleshoot them.

1.1 Overview

The InSync user manual covers important topics that the general user may have. The following is a list of information covered:

- Different screens that include:
 - Home screen
 - Start
 - Help
 - Exit
 - Main Screen
 - Help Screen Button
 - View Statistics Button
 - View Ball Trail Button
 - Isometric View Button
 - Home Screen button
 - Help screen
 - User manual
- Troubleshooting the application/Common questions
- Conclusion



2. Home Screen



FIGURE 1 MAIN MENU

One of the focus of InSync was to have a simple and functional user experience. The menu has 3 functions to make sure the user knows where to go.

2.1 Start:

The start function quickly puts the user into the main screen (section 3.0). A simple button to get the user started without the hassle of other options that the general user won't be using.

2.2 Help:

The help function takes the user to the help screen (section 4.0). A simple screen that explains the usage of the software.

2.3 Exit:

The exit function quickly exits the program.



3. Main Screen

3.1. Buttons

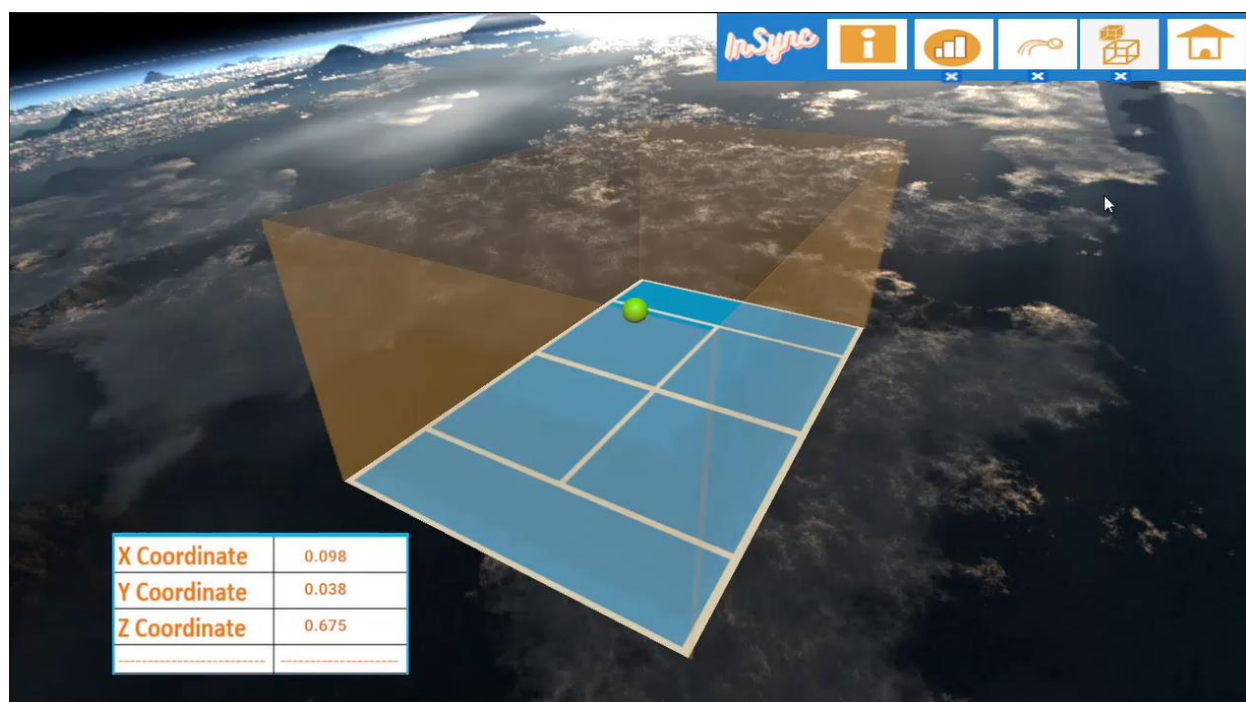


FIGURE 2 MAIN SCREEN

The application has five key toolbar buttons. They are the following:

1. Help Screen Button
2. View Statistics Button
3. View Ball Trail Button
4. Isometric View Button
5. Home Screen Button

3.1.1. Help Screen Button

The Help Screen Button sends the user to the help screen where they can access the user manual.

3.1.2. View Statistics Button

The View Statistics Button brings up the statistics table where the user can see the x, y and z coordinates.

3.1.3. View Ball Trail Button

The View Ball Trail Button adds a visual effect to the ball where it creates a trail behind the ball to help visualize its movement.



3.1.4. Isometric View Button

The Isometric View Button sets the camera to an isometric view so that the user can view the court from a perfect isometric view.

3.1.5. Home Screen Button

The Home Screen Button sends the user back to the Home Screen.

3.2. Other Features

The background is set to the earth as it is clean and good looking. The camera can be rotated around the court to whatever angle the user likes.

4. Other Screens

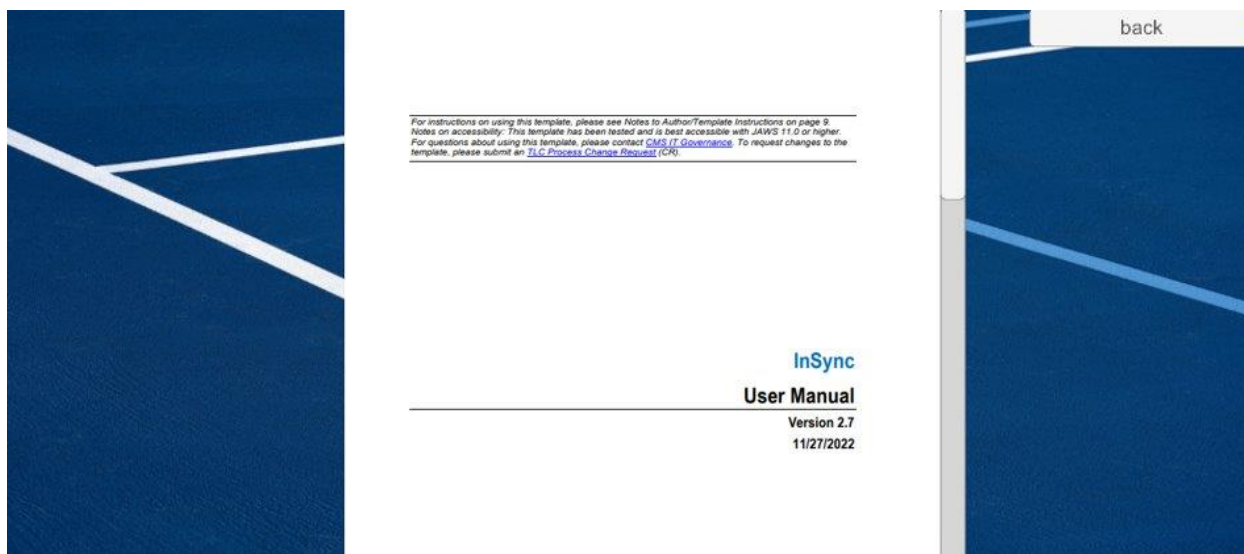


FIGURE 3 USER MANUAL

The help screen should be simple and explain everything the general user should understand. The screen is a simple scroll wheel with and contains a list of all the functions with their explanation. The user is also able to zoom into the document in case they need to see better. The back button has also been left as a simple design to make it readable to anyone.



5. Troubleshooting / Common Questions

- **What to do if the program crashes, or statistics are not printing on the screen:**

Ours is very easy to restart and resets any sort of troubles that it may have while it restarts the program.

- **What to do if the tracking doesn't seem as smooth, and the ball seems to be laggy/glitchy?**

The best thing to do in this scenario is to make sure all applications on the PC/device are closed to insure the most ram usage for the application to insure smooth tracking and movement of the ball.

- **What to do if the ball moves outside of the court walls:**

The virtual court dimensions can be very easily accessed and changed to desired measurements.



6. Conclusion

Lavallee Industries exceeded the client's and experts' expectations. The application has the potential to thrive in the market, and it is open to future development with the addition of new features.

Future solutions that can be implemented are:

- Make the application smoother
- Have the ball movement to be more accurate
- Make the data more precise
- Have the z-axis fixed more
- More professional looking main menu and toolbar



Appendix

That's all Folks!

