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# Museum Information Kiosk Manual

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Documented  
Implementation

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## Overview

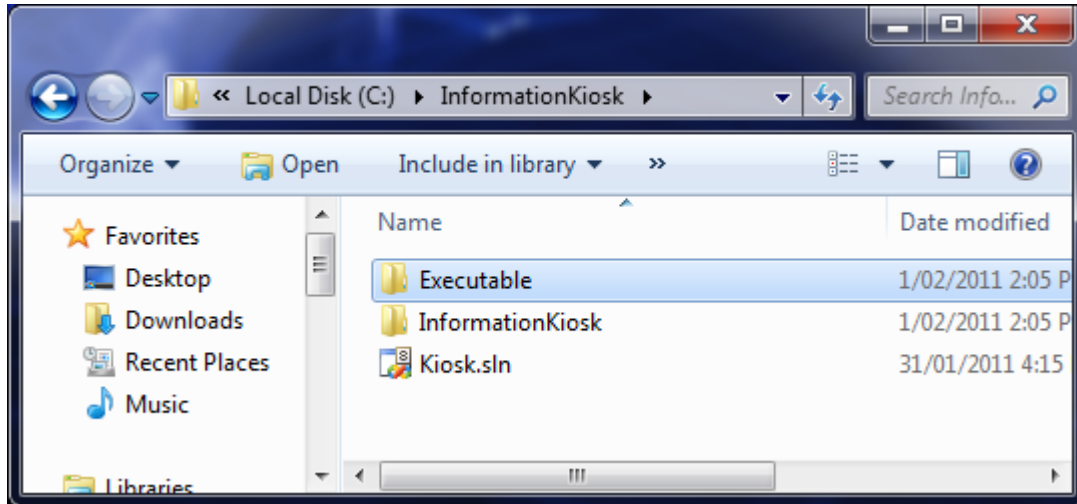
XYZZY Software internally funded development of a proof of concept system for an information kiosk for the Whoop-Whoop Automotive Museum. The system will be demonstrated to the Whoop-Whoop Automotive Museum on Friday, February 4<sup>th</sup> 2010. The following document outlines both the **Visitor** and **Administrator** instructions for this Information Kiosk. This documentation must accompany the release of this product, and it is recommended these manuals are used in conjunction with effective employee training to successfully ensure competency in using the system.

*The instruction manuals begin on the following page.*

## Visitor Instructions

### *Installing the Kiosk*

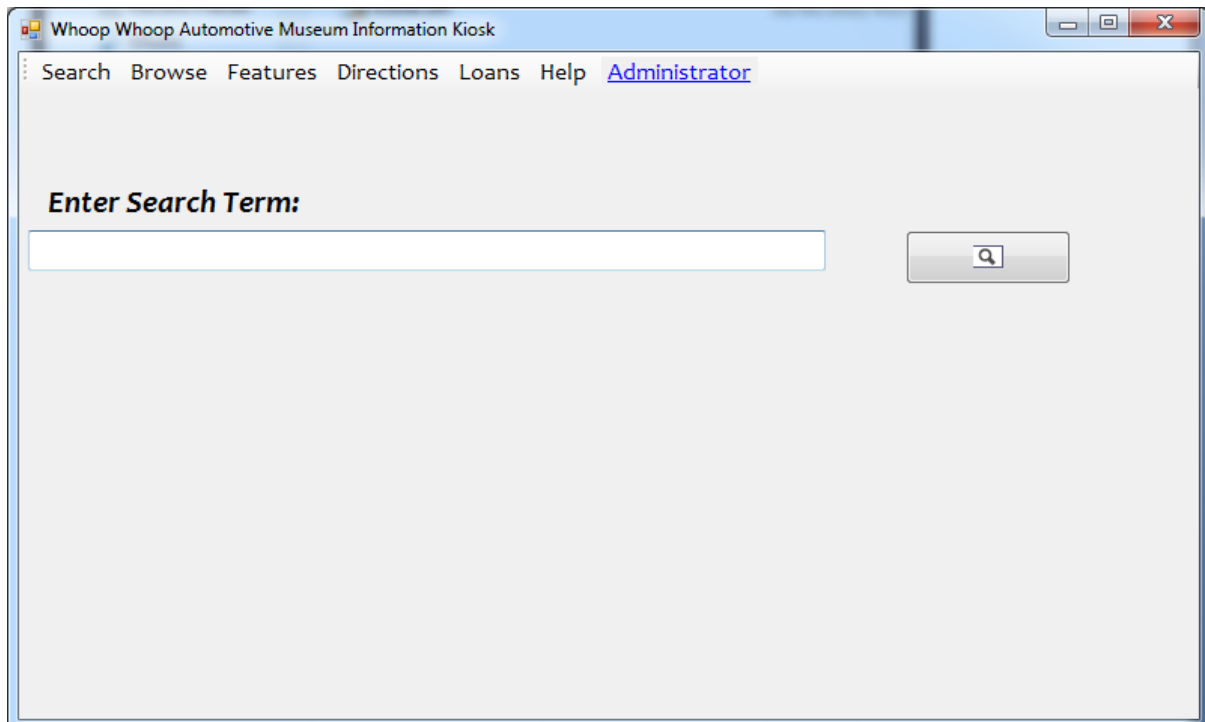
Welcome to the Whoop Whoop Automotive Museum Information Kiosk! Unzip the InformationKiosk.zip file to your local drive. From there open the “executable” folder and double-click **Kiosk.exe**:



If Windows asks you to allow this executable to run, click Allow.

### *The Main Menu*

Initially, you will be greeted with the following screen:

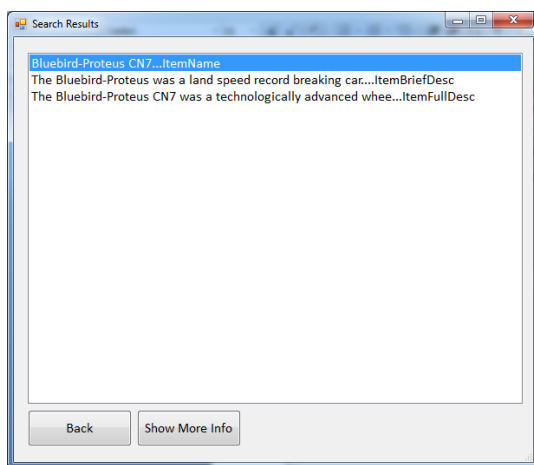


The toolbars along the top of the screen allow access to the Kiosk. These tools are:

- Search
- Browse
- Features
- Directions
- Loans
- Help

## ***Search***

To search for an Item, Collection or Location, type what you are after into the search box and click search. You will be greeted with the following search results window:



From there, you can show more info (see below) or return to the main screen.

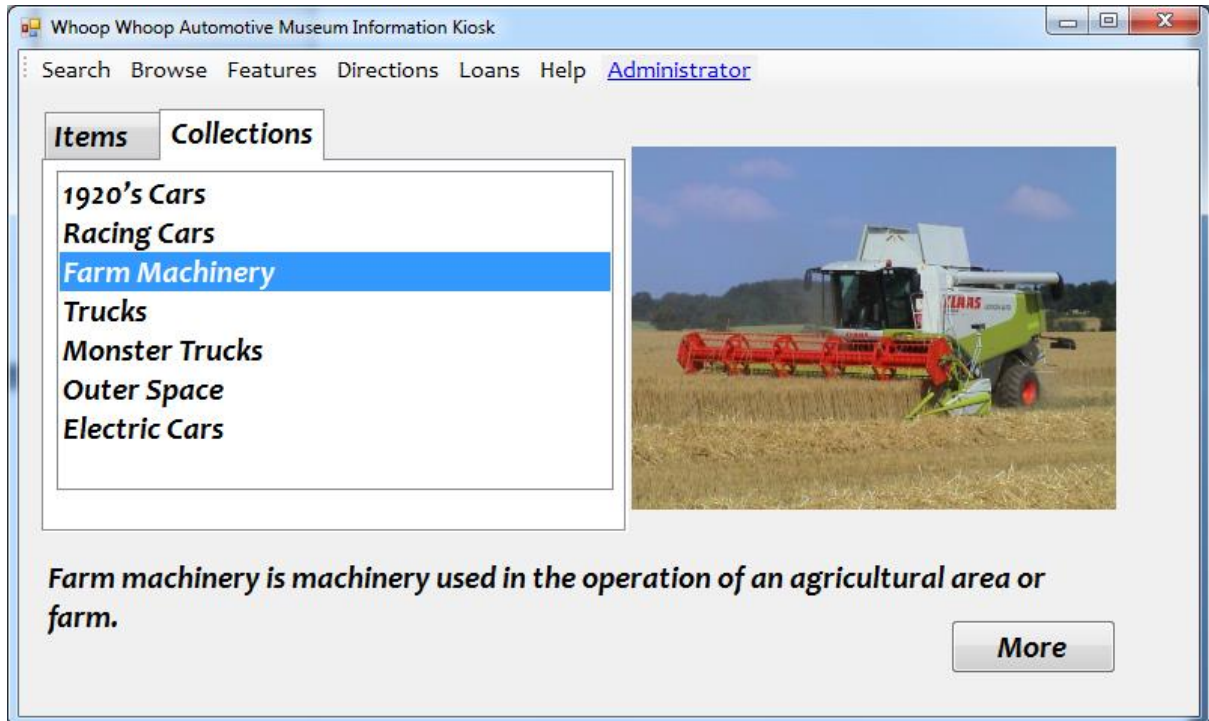
## ***More Info***

If you request more information about a product, you will be granted with information regarding collection and location. Hitting the back button will return you to the main form:



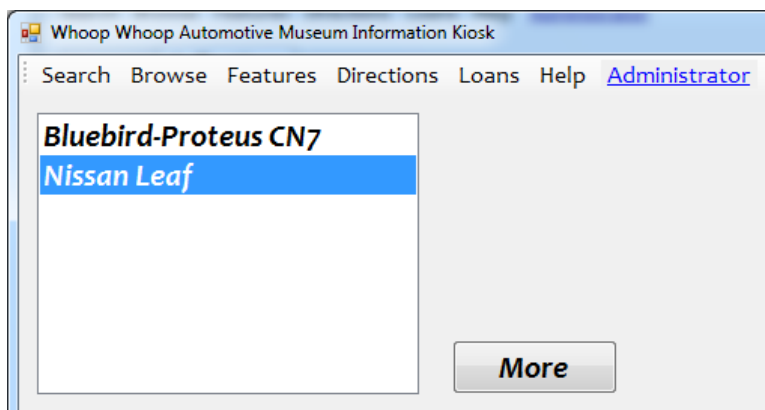
## ***Browse***

Hitting browse can take you to the items and collections browse pages. From here you can click through the items to view what is currently available at the museum. Hit the more information button to receive more information on your selection.



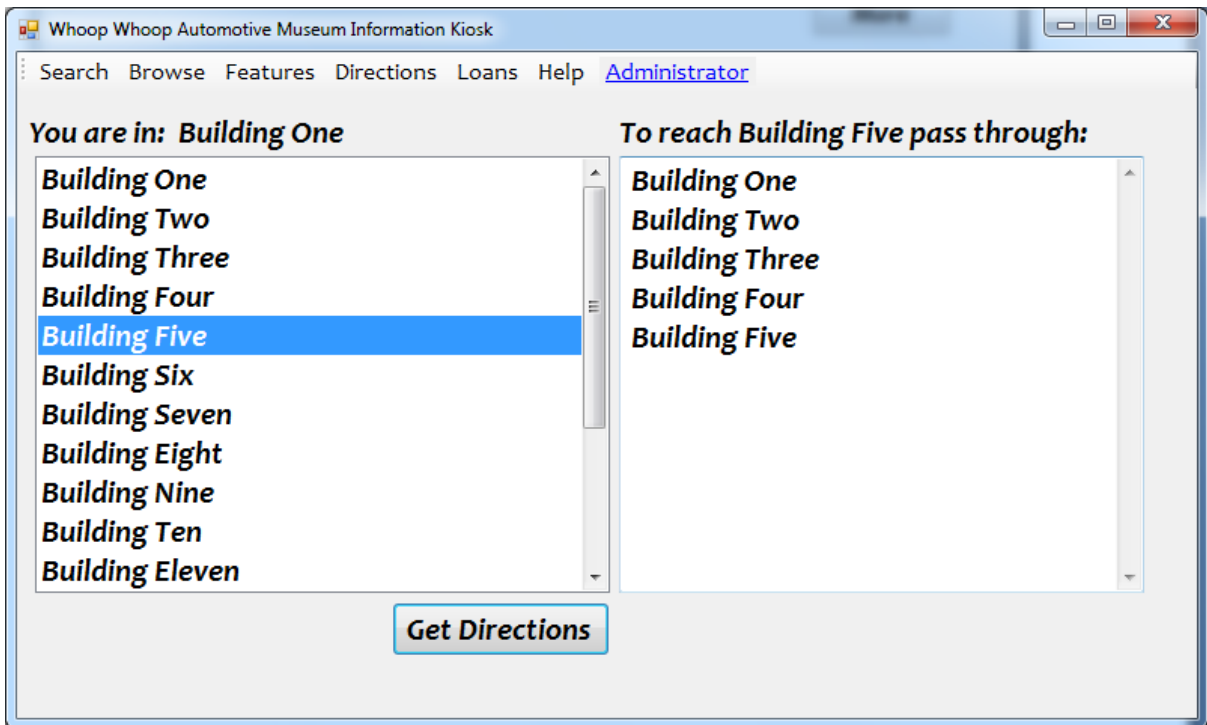
## ***Features***

Whoop Whoop Automotive Museum is proud of its featured items. If you heard about it in the news, chances are – its here!



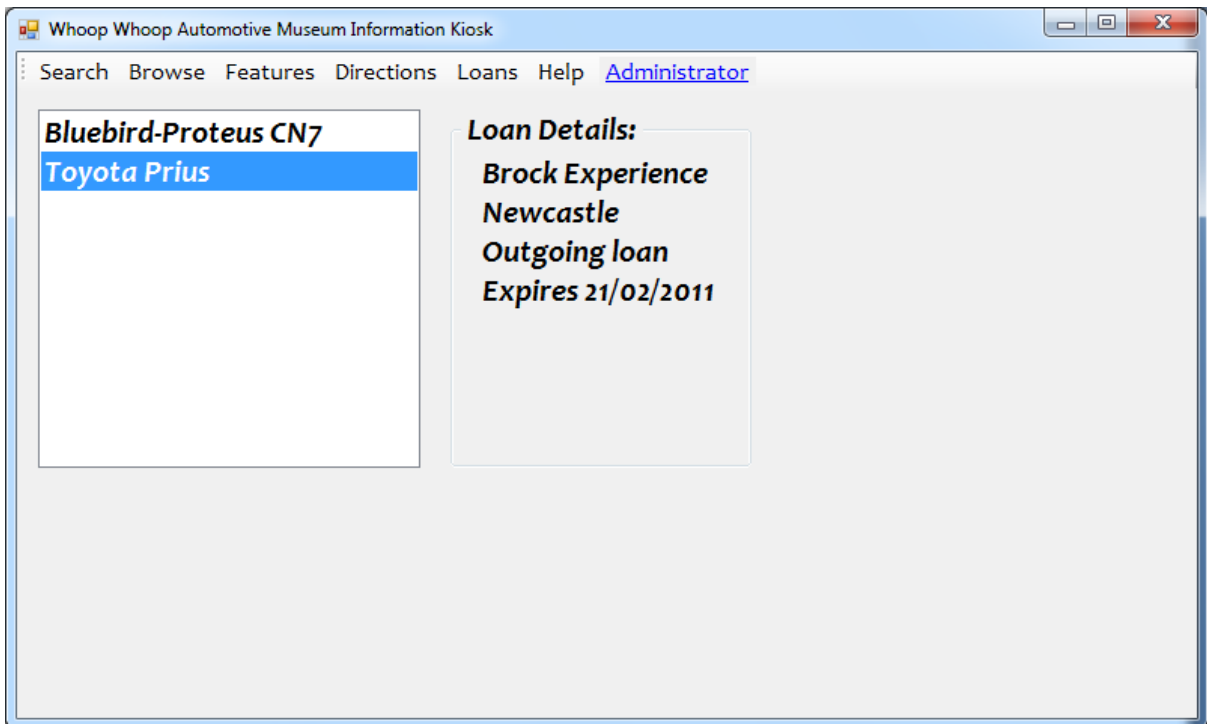
## ***Directions***

Need to know where you are going? The Directions menu can tell you where you currently are, and what buildings you need to pass through to get where you are going:



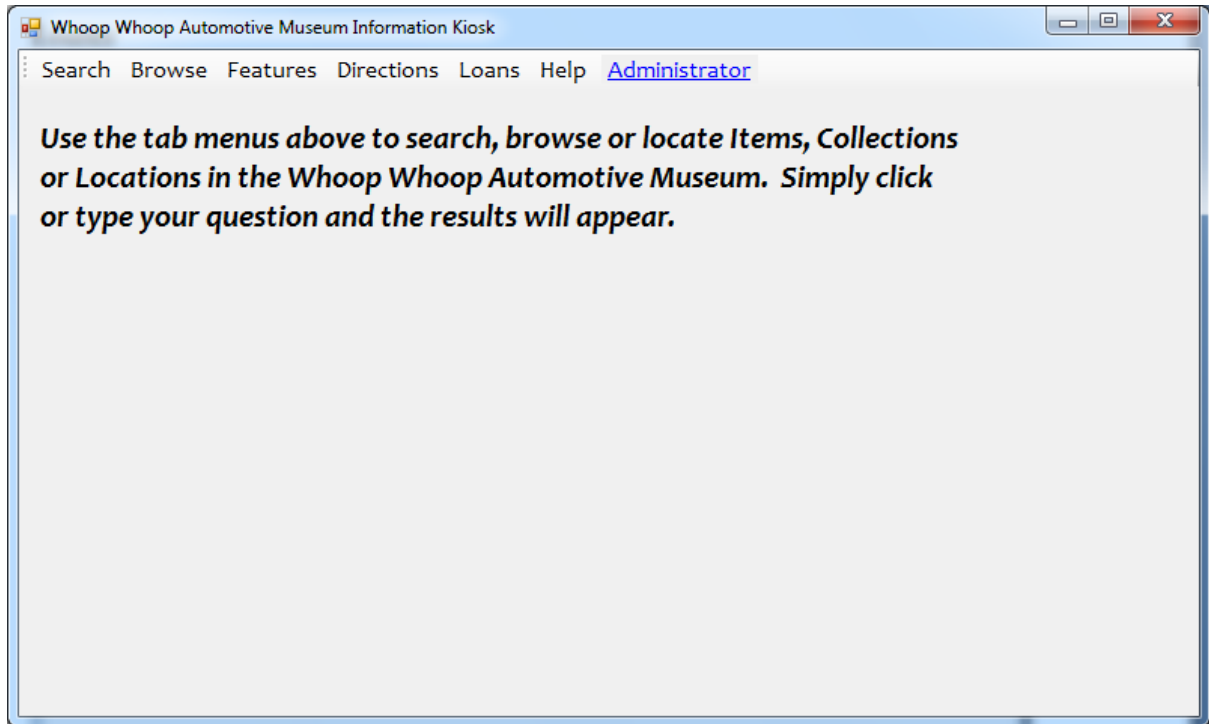
## ***Loans***

Occasionally, Whoop Whoop Automotive Museum borrows and lends items. Click here to chase what you are after, or to find where an item came from.



## ***Help***

Click the Help menu at any time for help.





## Administrator Instructions

### Logging In

To log in to the Administrator pages, click on the [Administrator](#) hyperlink at the top of the Kiosk. You will be asked to authenticate yourself using your **login credentials** supplied to you in training. If you do not have these, please contact your supervisor or vendor.

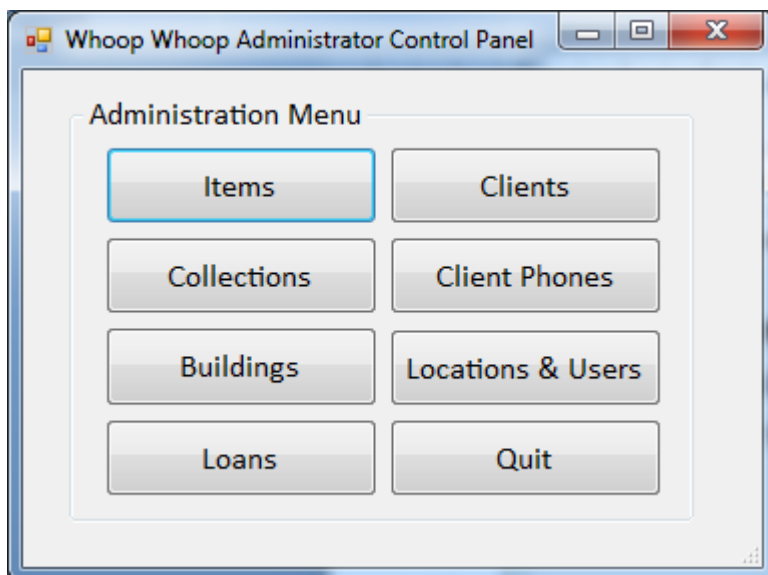
The administrator login and password at time of publishing is:

**Username:** admin

**Password:** admin

### Administration Control Panel

Once you enter the Administration section, you will be greeted with the following control panel:



You can modify each of the respective data sets with each of these functions.

### Items

Use the items page to add, modify, delete or update Items. Once you have made changes, click **Save Data**:

	Item Name	Brief Description	Full Description	Image Filename	Collection Name	Feature
▶	Bluebird-Proteus ...	The Bluebird-Proteus was...	The Bluebird-Proteus CN7 was a technol...	Bluebird.JPG	Racing Cars	<input checked="" type="checkbox"/>
	Toyota Prius	The Totota Prius was the ...	The Toyota Prius (pronounced /'pri:as/) i...	Toyota_Prius.jpg	Electric Cars	<input type="checkbox"/>
	Nissan Leaf	The Nissan Leaf, the first ...	The Nissan Leaf (also formatted "LEAF" ...	Nissan_Leaf.jpg	Electric Cars	<input checked="" type="checkbox"/>
	Bigfoot	Bob Chandlers Monster Tr...	Bigfoot, introduced in 1979, is regarded a...	Big_foot.JPG	Monster Truc...	<input type="checkbox"/>
	Lunar rover	The Luna Rover used by ...	he Lunar Roving Vehicle (LRV) or lunar r...	LunarRover.jpg	Outer Space	<input type="checkbox"/>
	Kenworth W900	The W900 is a Kenworth ...	The W900 is a Kenworth class 8 truck m...	Kenworth.jpg	Trucks	<input type="checkbox"/>
	John Deere 7760...	A modern cotton picker.	The 7760 Round Module Builder is the n...	cottonpicker.jpg	Fam Machin...	<input type="checkbox"/>
	Mitsubishi Model A	The Mitsubishi Model A is ...	The Mitsubishi Model A is the only car bui...	MistyModelA.jpg	1920's Cars	<input type="checkbox"/>
*						<input type="checkbox"/>

## Collections

Use the items page to add, modify, delete or update Collections. Once you have made changes, click **Save Data**:

	Collection Name	Brief Description	Full Description	Image Filename	Location
▶	1920's Cars	Various cars from...	Automobiles have changed a lot since the 1920s. The c...	1920s.jpg	Building Three
	Racing Cars	Racing cars from ...	Racing begin soon after the first cars were built and has...	racing.jpg	Building Five
	Fam Machinery	Fam machinery i...	With the coming of the Industrial Revolution and the de...	fam.jpg	Building Nine
	Trucks	Trucks are one o...	A truck or lory is a motor vehicle designed to transport c...	trucks.jpg	Building Ten
	Monster Trucks	A number of mon...	A monster truck is an automobile, typically styled after pi...	monstertrucks.jpg	Building Eight
	Outer Space	A number of cars ...	Cars in space.	moon.jpg	Building Six
	Electric Cars	The new wave of...	Eco green and quite. Electric cars are the new wave of...	tesla.jpg	Building Eleven
*					

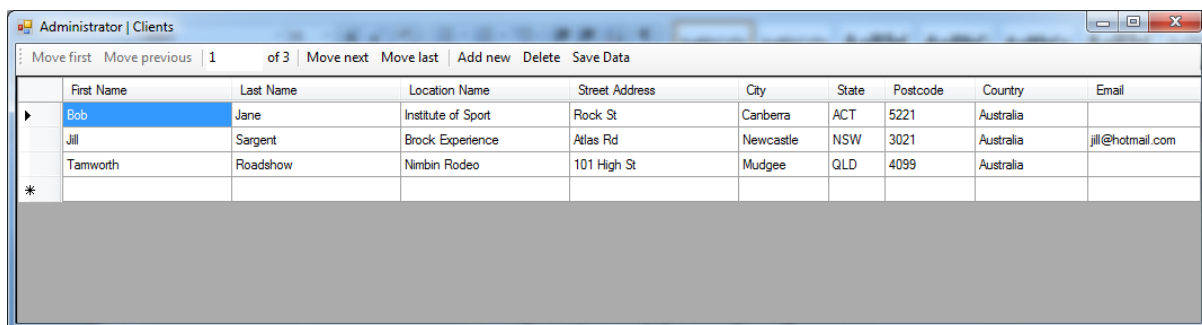
## Buildings

At the time of publishing, you can only modify existing Building *descriptions, names* and *images*. **DO NOT edit the exits of buildings or change a building exit to a blank.** If you receive an error contact XYZZY immediately:

	Building Code	Building Name	Description	Image Filename	Exit 1	Exit 2	Exit 3	Exit 4
▶	Building 1	Building One	Bricks and mortar.	building.jpg	Lobby	GiftShop	Building Two	
	Building 2	Building Two	Aluminium shed.	building.jpg	Building One	Building Three		
	Building 3	Building Three	Glass house.	building.jpg	Building Two	Building Four		
	Building 4	Building Four	Corugated iron shack.	building.jpg	Building Three	Building Five		
	Building 5	Building Five	Old ambulance depot.	building.jpg	Building Four	Building Six		
	Building 6	Building Six	Rain shelters.	building.jpg	Building Five	Building Seven		
	Building 7	Building Seven	Outdoors.	building.jpg	Building Six	Building Eight		
	Building 8	Building Eight	Up an elevator.	building.jpg	Building Seven	Building Nine		
	Building 9	Building Nine	Back down the escalato...	building.jpg	Building Eight	Building Ten		

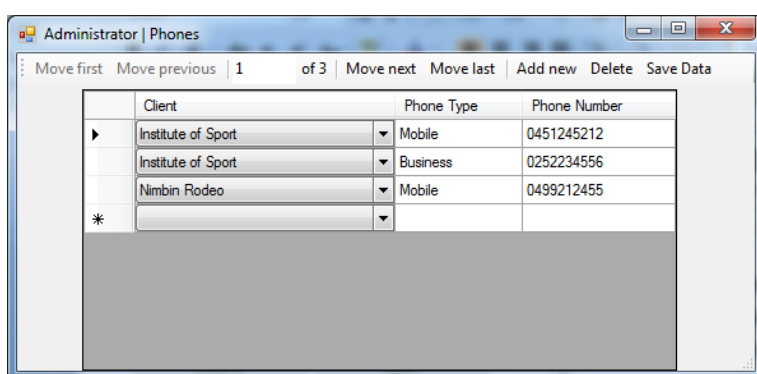
## Clients

To add a new client to loan to or borrow from, enter the client window. You can also enter the phone details in the Client Phone window (below):



The screenshot shows the 'Administrator | Clients' window with a table containing the following data:

	First Name	Last Name	Location Name	Street Address	City	State	Postcode	Country	Email
▶	Bob	Jane	Institute of Sport	Rock St	Canberra	ACT	5221	Australia	
	Jill	Sargent	Brock Experience	Atlas Rd	Newcastle	NSW	3021	Australia	jill@hotmail.com
	Tamworth	Roadshow	Nimbin Rodeo	101 High St	Mudgee	QLD	4099	Australia	
*									

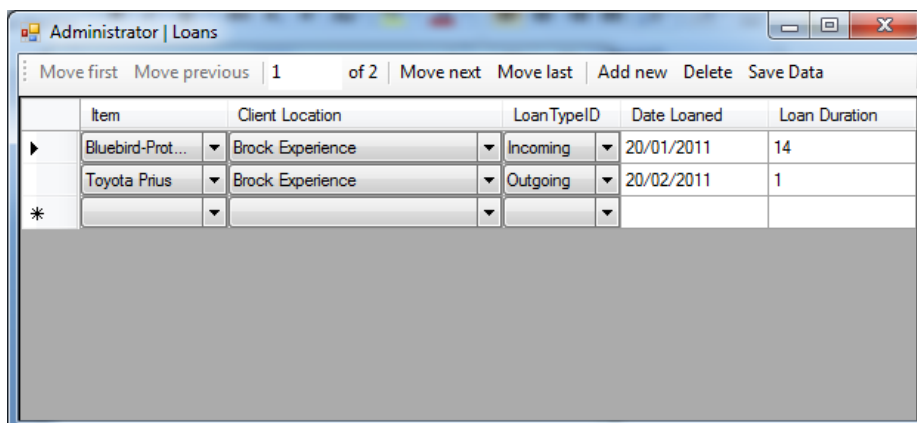


The screenshot shows the 'Administrator | Phones' window with a table containing the following data:

	Client	Phone Type	Phone Number
▶	Institute of Sport	Mobile	0451245212
	Institute of Sport	Business	0252234556
	Nimbin Rodeo	Mobile	0499212455
*			

## Loans

Once a client has been entered, a loan can be made. Use the Loans window to transact a Loan:

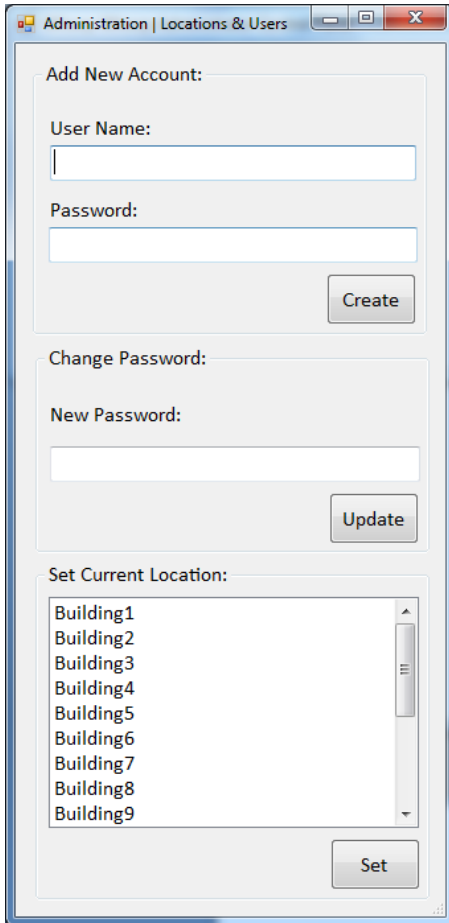


The screenshot shows the 'Administrator | Loans' window with a table containing the following data:

	Item	Client Location	LoanTypeID	Date Loaned	Loan Duration
▶	Bluebird-Prot...	Brock Experience	Incoming	20/01/2011	14
	Toyota Prius	Brock Experience	Outgoing	20/02/2011	1
*					

## Locations and User Accounts

Use the Locations and User Accounts window to set the current location of the kiosk, as well as add or modify an existing user account and / or password:



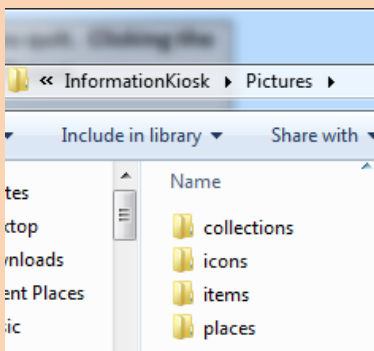
## Troubleshooting

**Q – I make changes but my data does not save. Why?**

In all windows you must click the Save Data button to affect changes before you quit. Clicking the Create, Update or Set buttons in the Locations and User Account window is sufficient.

**Q – How can I upload images?**

Images must be copied into the respective folder using **Windows Explorer**. Once this is done, set the *image link field* to the **same file name**. The image will automatically be resized for you:



## References

*Unless otherwise specified, this assignment was completed using only the following references:*

Sommerville, I. 2007. Software Engineering 8<sup>th</sup> Edition. Addison-Wesley, Edinburgh Gate, Harlow.