GR4: Computer Protoyping

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1 Introduction

This document explains how to launch our iPhone application *Schnap It!* and the low-fidelity, shallow parts of the application.

2 System Requirements

In order to use our application, we require:

- iPhone 4 or iPhone 4S running iOS 5.1 or later.

- Mac OS X Lion

- iOS Developer Program

3 Launch Instructions

In this section, we describe how to launch our application on to your iPhone:

1. Download the application from our website:
   `http://people.csail.mit.edu/lim/schnapit/SchnapIt.zip`

2. Open the `schnapit.xcodeproj` in Xcode

3. Plug in your iPhone.

4. Build and Run on your phone.

5. Unplug your phone and find the application on your home screen.

If there are any issues, please email us at iphonevisionui@mit.edu. We are still currently working on making this application available for non-developers.

4   Shallow Parts

In this section, we discuss key elements of the application that we did not implement fully:

We did not implement the actual underlying recognition algorithm that detects products. Consequently, all product identification is contrived. We maintained realism by incorporating random failures into the simulated recognition where a laptop only has a 90% chance of being detected correctly. If the laptop cannot be detected, it alerts the user.

Moreover, our database of laptop currently only has five laptops stored in it. Since there are many more laptops in reality, we have repeated the same laptop multiple times, distinguishing repeats by appending a number to their names.