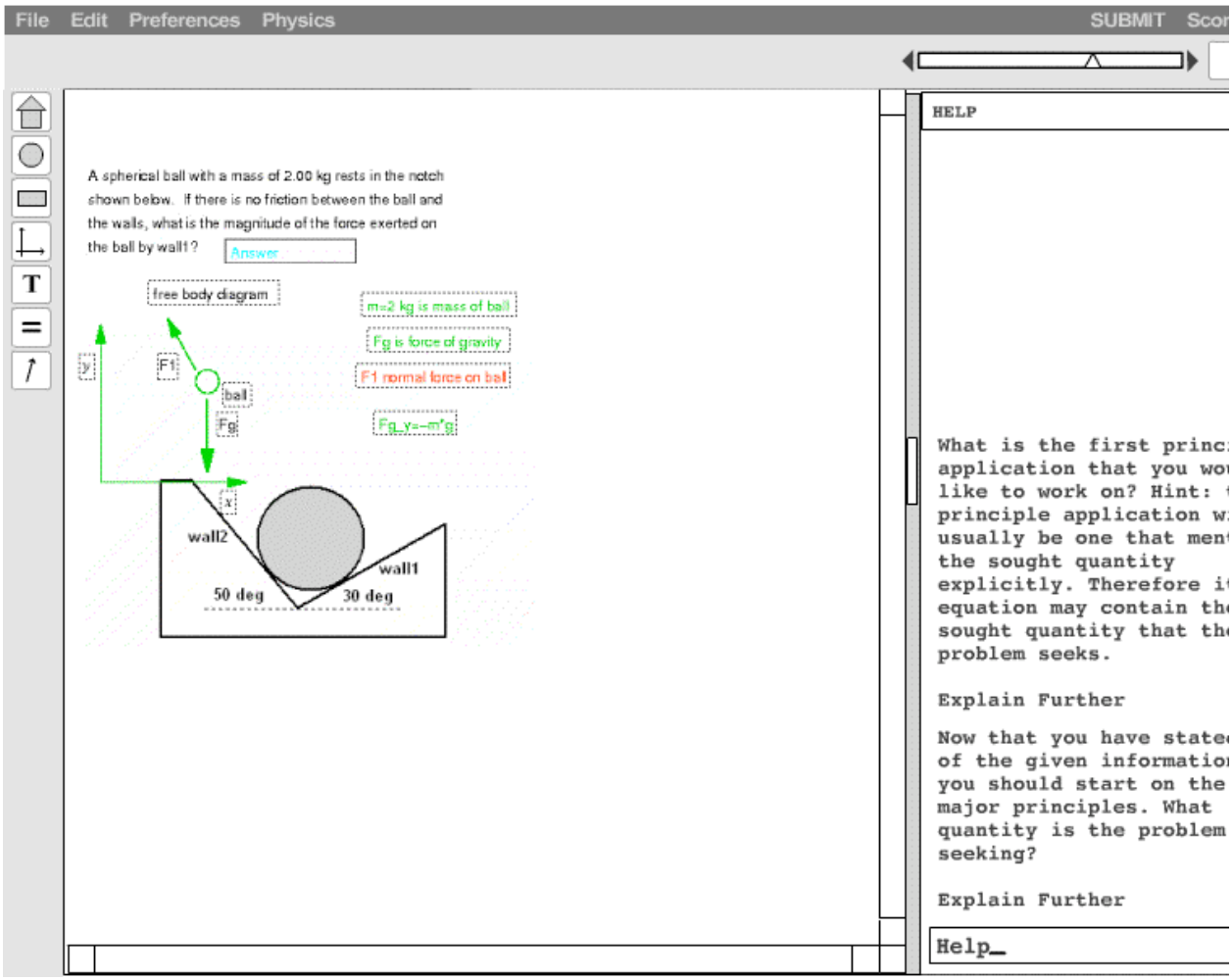
ASU: SOW1 - Application Wireframes Version 2

VERSION 6

Created on: Apr 29, 2009 3:59 PM by Mike W - Last Modified: Apr 30, 2009 8:42 AM by Mike W

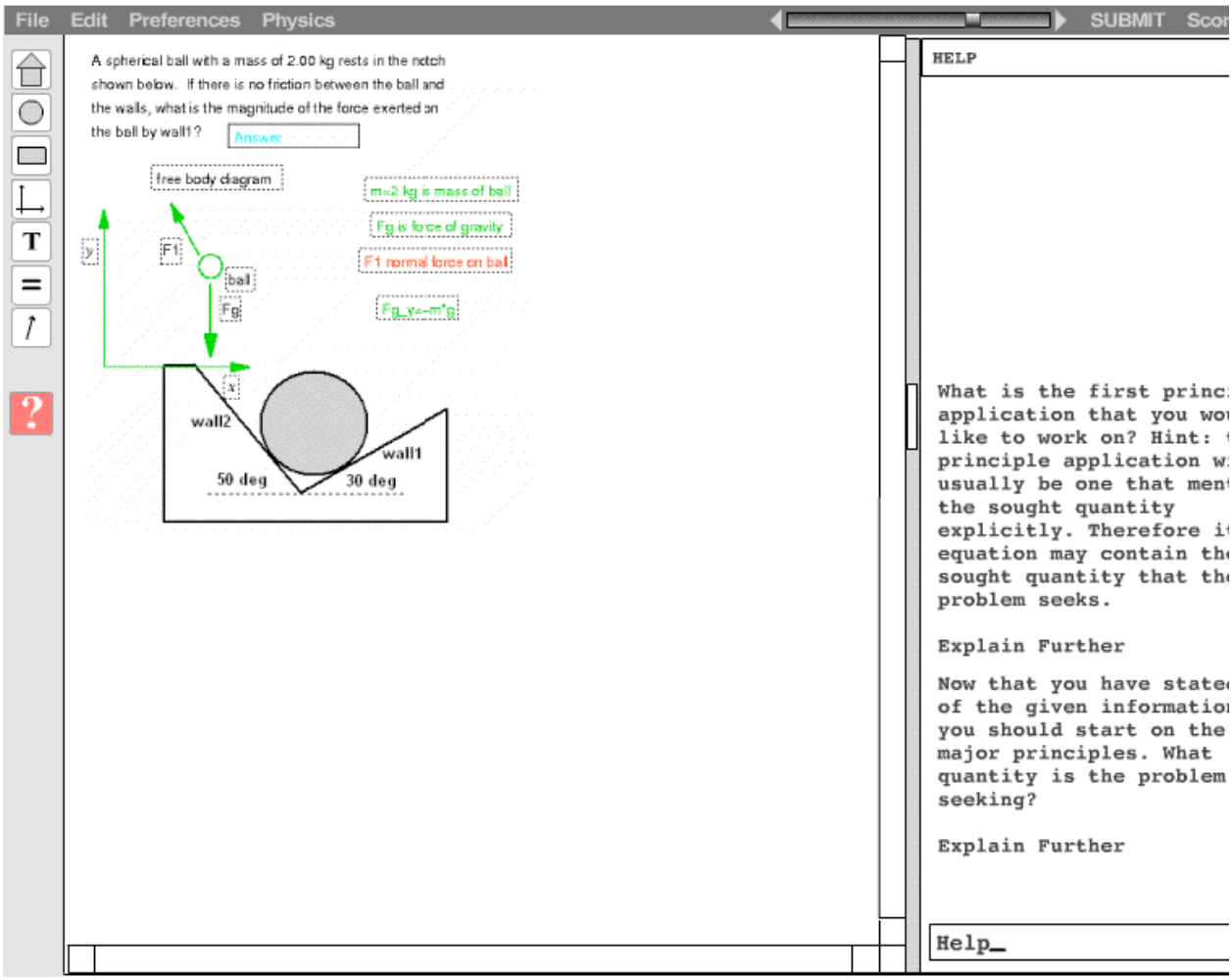
Wireframe 1:

This is largely what we concluded during the phone meeting. As you can see, it wasn't thought out 100%. We didn't gain any vertical space, and the slider is still awkward.



Wireframe 2:

In this version, I ran with your idea that the help button simply needs to be set apart from the others. I moved the slider up into the menu bar.



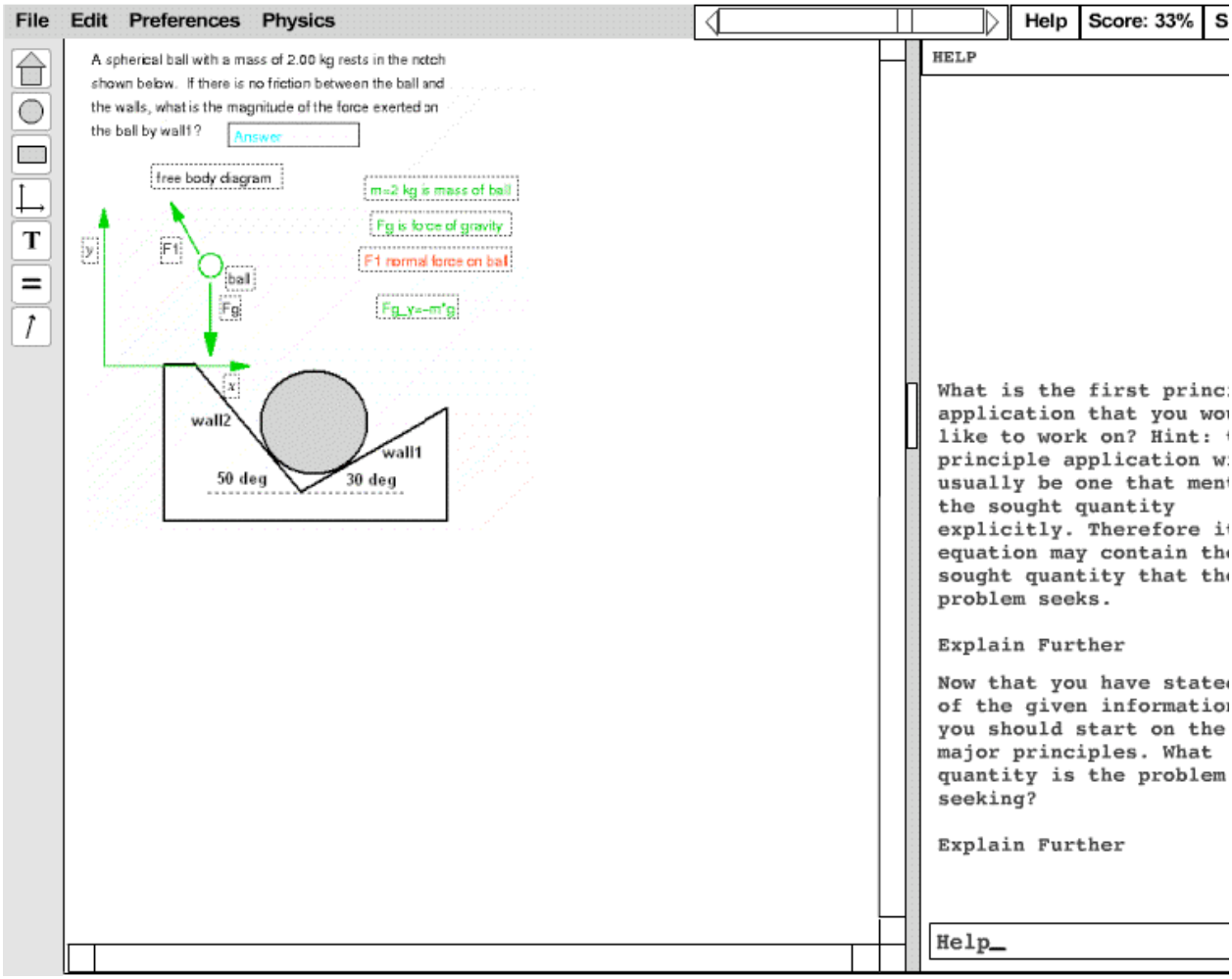
Wireframe 3:

My purpose here is to get the Help button back on the right side. I like it on that side because that's where the help pane is.

I made the bar a smidgen taller and (will) visually indicate that the items on the right are buttons and are different from the items on the left which are menus.

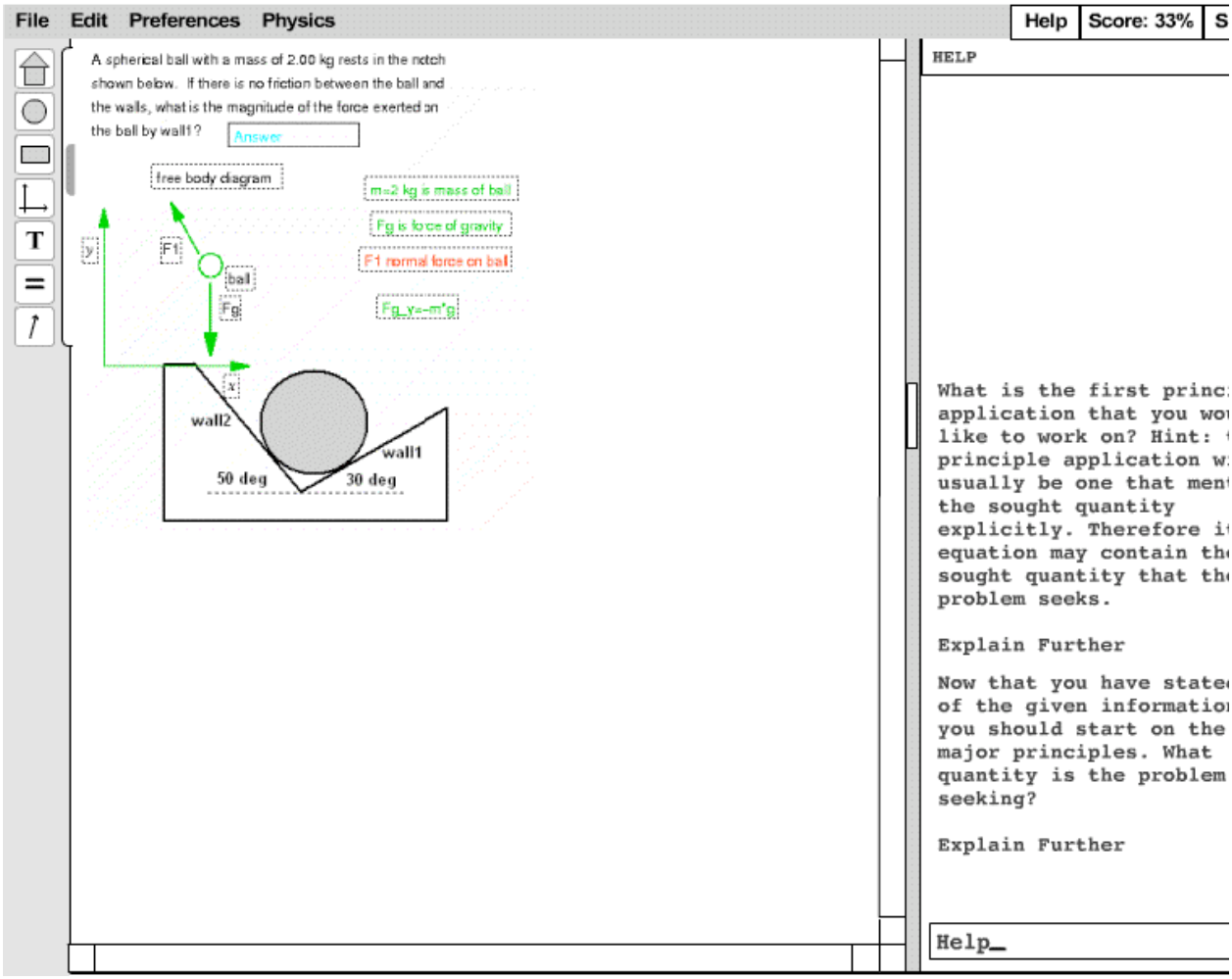
FYI, the menu items on the left are 210px, the buttons on the right are 175px and the slider is 190px. If things were left as they were, that would be a minimum browser width of 550px. That's pretty small.

While it's reasonable to assume that a user wouldn't be working on a < 550px browser, it's not unreasonable to assume they may want it small to compare something side by side or whatever. So the goal at that point is to either keep it from going smaller, and show browser scroll bars horizontally, or we can hide stuff (slider, then buttons, etc) to simply keep the layout from breaking. I would like to avoid a browser scrollbar of possible.



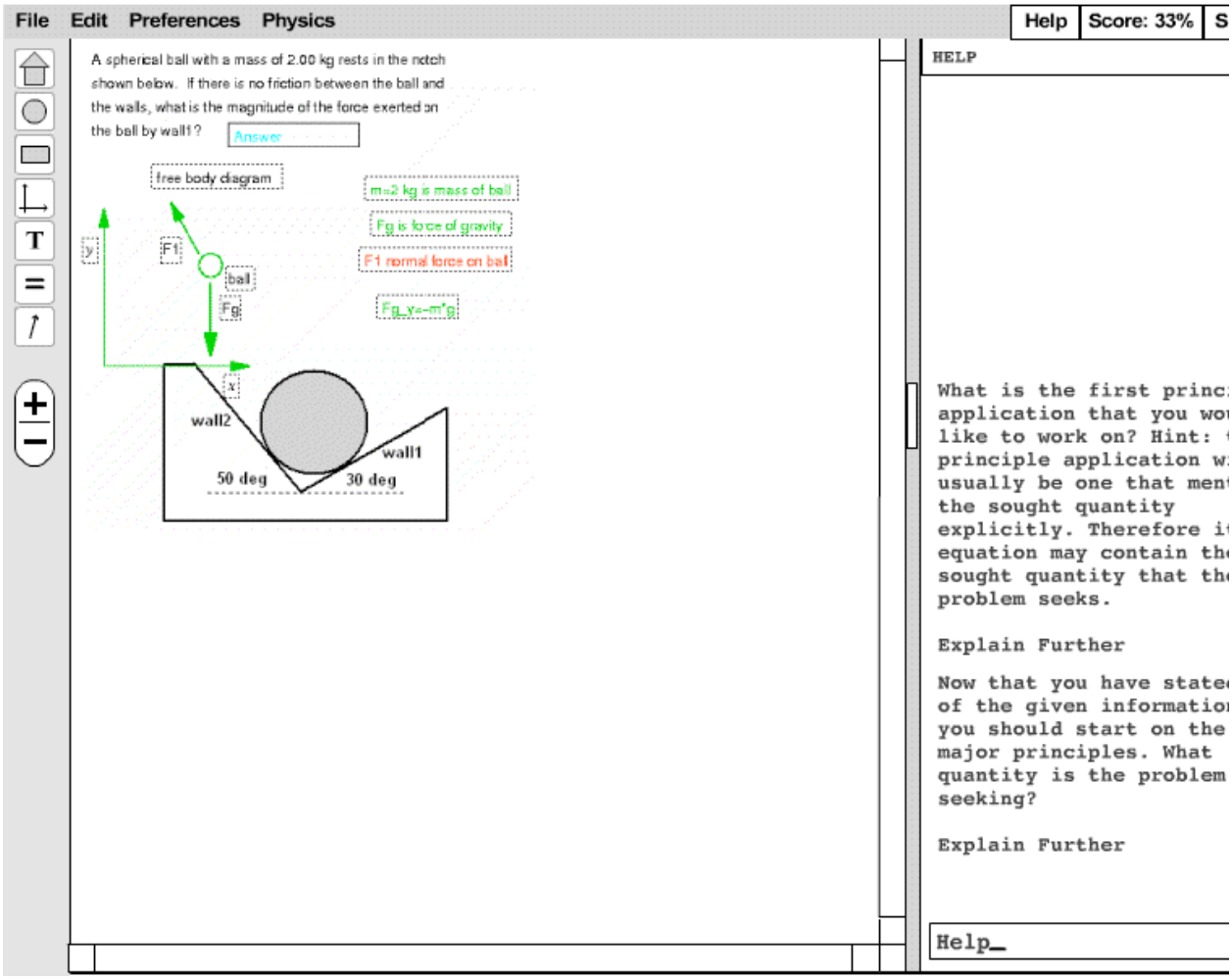
Wireframe 4:

I really wanted the slider to be vertical, since that give a more natural indication of zooming "up or down" I out it next to the toolbar buttons, the same height so it would look like a group, and made it thin and subtle.



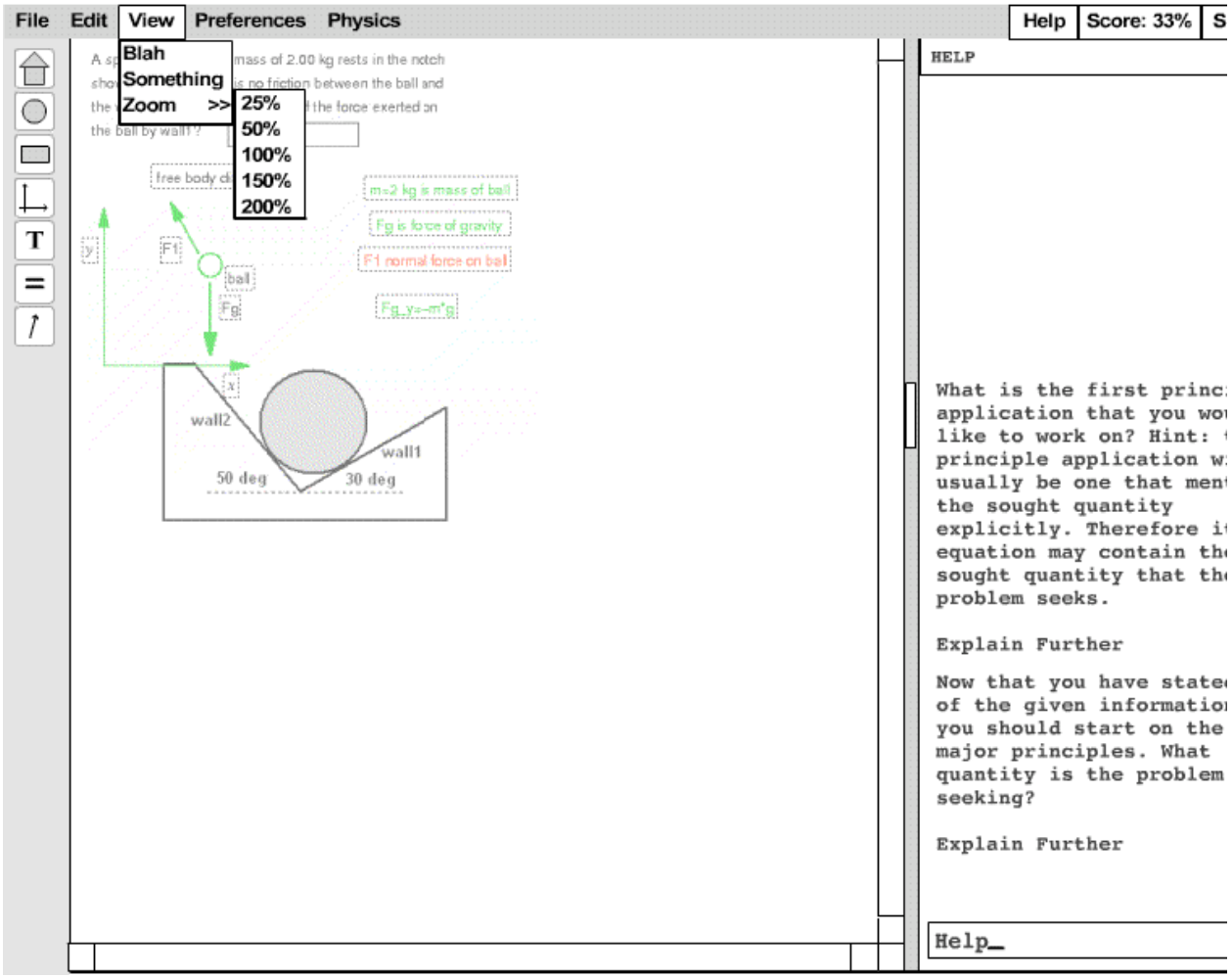
Wireframe 5:

In the back of my mind I keep thinking that this feature will not be often used because this isn't really a drawing program, and control+ and control- will work just as well. Following that thought, I just added buttons that can zoom in and out (would have +/- shortcut keys for all cases).



Wireframe #6:

Until now I had neglected one of the more obvious solutions. Probably because the menu is not functional in SOW1. But if this is the preferred method we can make it work.



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