

UI Layout Design

Layout :

Diagram 1:

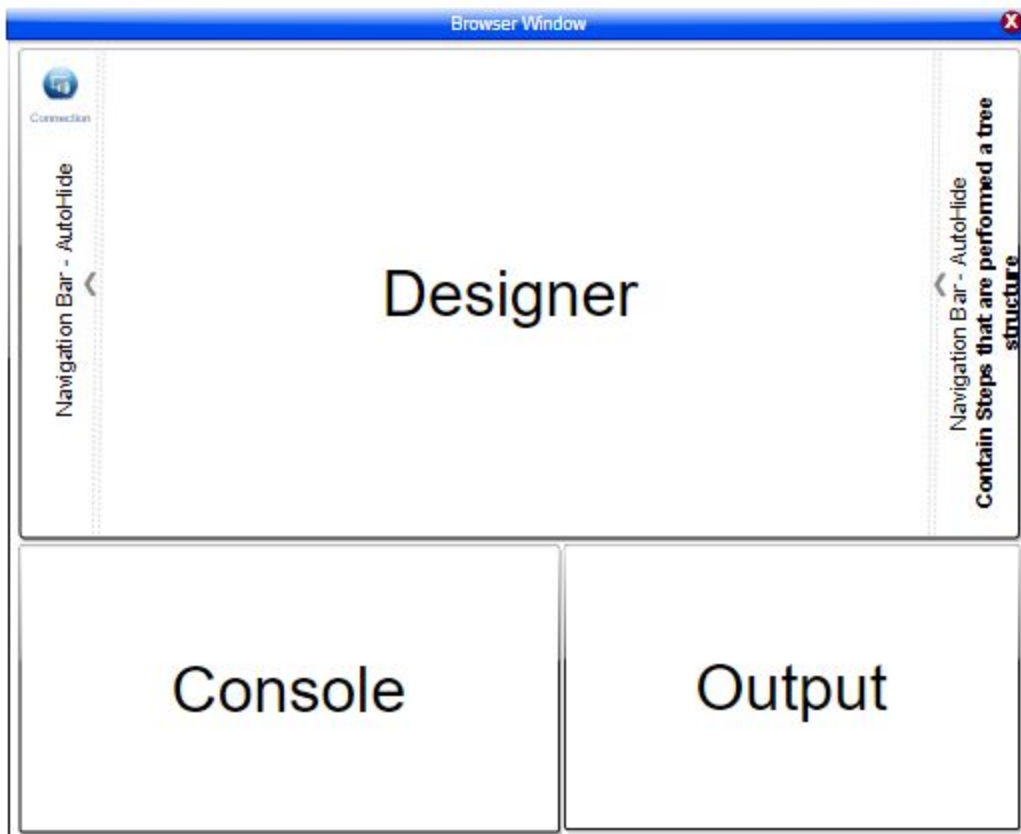
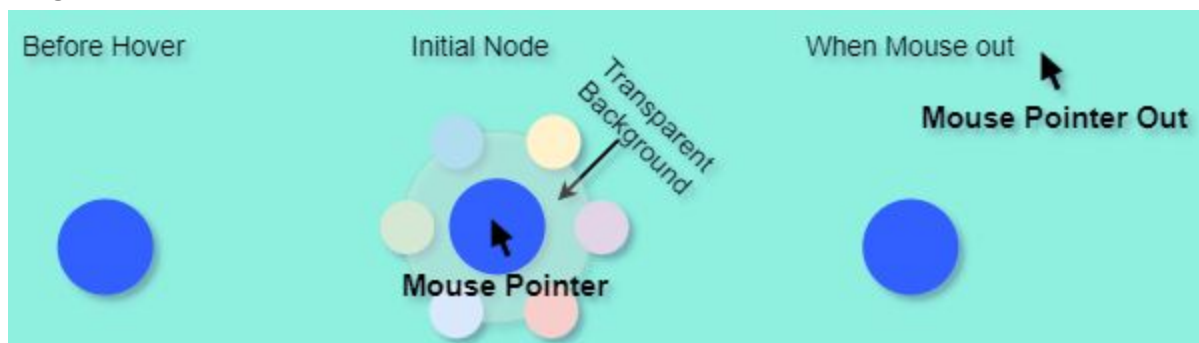


Diagram 2:



Before Mose Hover:

- Show as a single icon

On Mouse over the node (after 750 milliseconds):

- As shown in the above figure a transparent layer around the node should be generated
- All the possible child Icons should evenly distributed on a circular fashion using prorated angle on the transparent layer. Please use the below url for logic to arranging the child icons around the parent icon On the transparent layer.

<https://spin.atomicobject.com/2015/06/12/objects-around-svg-circle-d3-js/>

- Use the radius of parent node as 40px (i.e. Diameter = 80px)

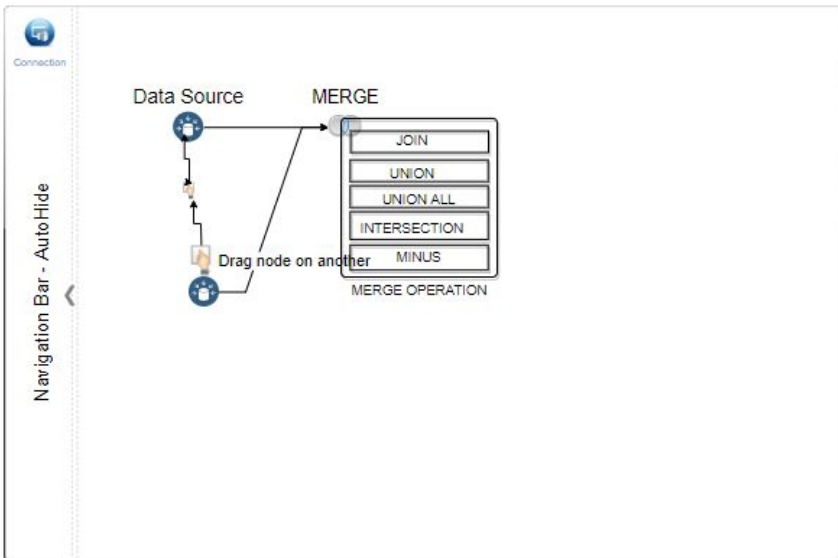
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- On mouse over generate a transparent circle with the radius of inner circle as 40px and Radius of outer circle should be 80px. On the outer circle the children icons to be shown.
- The radius of the outer circle will increase by 5px upon increasing each extra icon. For example 7 children then the outer circle radius is 85px, 90px for 8 nodes and so on.

On Drag: All the children icons should be hidden when drag starts.

When drag one node on to another should display a list of options after creating a new node as below

Diagram 3:

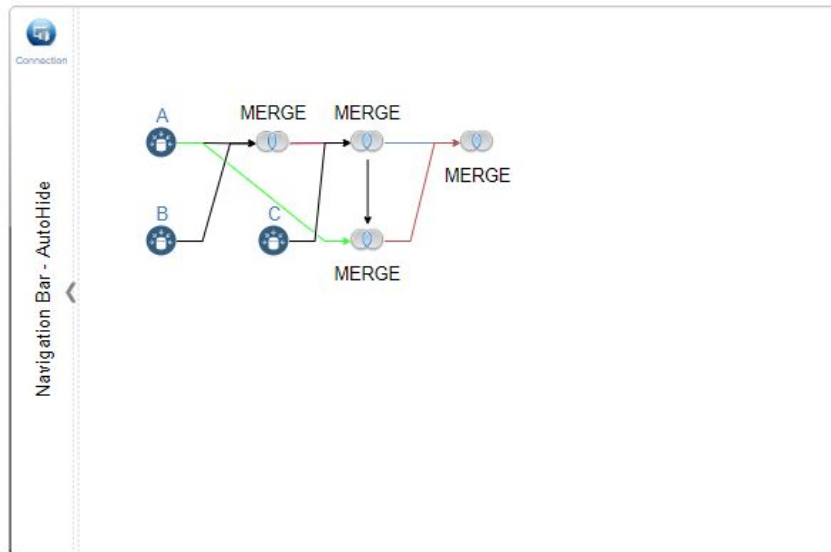


Then it should perform appropriate action - work on this later.

After several such MERGE operations the diagram should look like below.

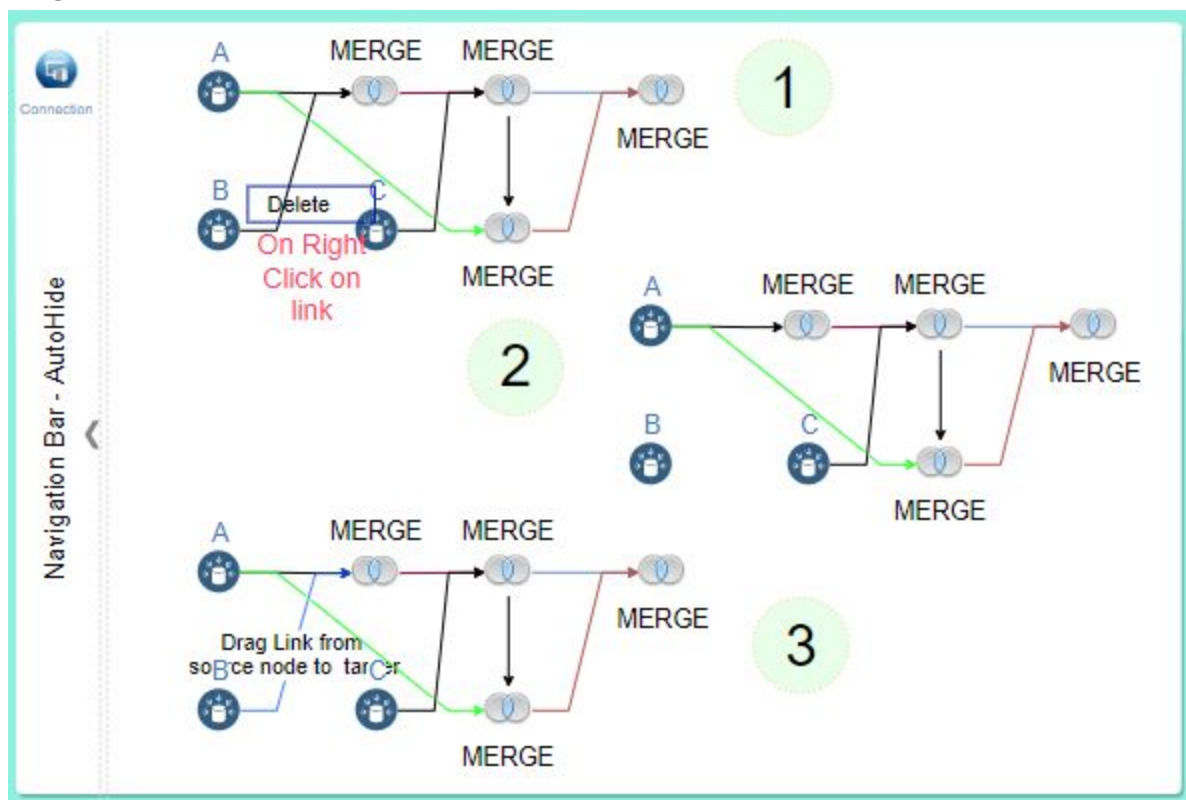
Diagram 4:

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The connectors (Arrows) should be flexible to remove and reconnect manually.

Diagram 5:



Important Notes:

1. I need a layout with three parts as shown in the first diagram.
2. Designer node intern contains three parts two Navigation bars on either sides of the designer window and the designer area in the middle.
3. They should be able to Open/Close with the symbols "<", ">".

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4. Left side Navigation bar should contain an Icon (I will change the image later).
5. When we click on the icon in the left navigation bar, the initial node should be created in the designer area.
6. when Mouse hover on the icon it should display the child icons around it as specified in the diagram and the description underneath to it.
7. Most importantly the child nodes should be clickable(when we click on the child node should be able to perform some action). show something when we click on that.
8. When we click on the icon in the left navigation bar again, another node should create in the designer window underneath the previous one.
9. When we drag one node on to another, one more node should be created and the list of items(dynamic list, should get using API. (Please take some example list)) should show as shown in the diagram 3.
10. If we drag the newly generated node on to the existing node again, it should create one more node. After several such actions the diagram should look like diagram 4.
11. The connector should be able to delete and reconnect. I.e. once it is created the new node is linked with two connectors (lines/arrows). These arrows should allow us to join/delete the links manually. (Please let me know if you are not clear with this point) this is also very important.

Kindly let me know if you are okay with it..