Page/section	Purpose	Design	Importance 1-5 5 is highest prio
Import	User adds existing&his own idea	A couple webflow form fields and some sliders to help user define the specs of the existing idea being introduced	3 sweden and slovakia
Global settings	Uncover the `hidden Y axis … Define the area where blades may angle into based on ongoing user actions. Every user action may impact blades and produce angles into Z space. These will be restricted to the area defined here in the global settings. Purpose of this setting is to quickly sketch out a global macro that will lead to low level goals, eg. Profit, revenue etc. The two `compass rings at the perimeter rotating to indicate changes made will define what goals are set by the actions user performs here in global settings. One ring presents direct purpose..profit, awareness etc. The other ring presents types of sectors ioptinmal for the settings made. Eg domestic appliances, sports , fashion….	Z axis unfolds via a rotating of XY axis landscape. As XY rotates 45 degrees to vanish into the vertical circle center axis, the ZY landscape appears , rotating in sync with XY as XY disappears We will not offer detailed Z axis angle positioning on per Blade basis…rather the user may define an area which into >Blades may be angled along Z. The user drags a small dot in the corner of the Area encapsulating the designated space where Blades may become angled-positioned into once they are impacted by actions made by user. There are 5 distinct area profiles. The same shape designed in the upper quarter of the Z spectrum is reflected in the lower part too. As an option the opposite half(right half) may be designed similarly as the left half, this is done by performing the same type of dragging on an identical semi transparent (light green) shape overlaying the rich half. In this way the the user chooses to design only a left half of the landscape or a right half ,or both individually.	5 slovakia
Bias	The basic settings describing our own strengths and weaknesses…also budgets, timelines etc.	The wimsrtar-2Dstar shrinks to free up space for more sliders and dials and metrics.	5 slovakia
Wimstar and flat	The main editing area…with its controls of ModLoops, and the set of concentrical circles.		5 slovakia
Conversion	This is a webflow page I have set up linin to WF CMS		5 sweden
Spec	This is a webflow page I have set up linking to WF CMS		5 sweden
Export	This is a webflow page I have set up reflecting a online checkout section.		5 sweden
Account	Basic account page… will set it up		2
Freezer	This is a webflow page I have set up		3 sweden
WIMshop	This is a webflow page I have set up		4 sweden
Dotted circle	Means `free`wimming…as opposed th the A, B and C below ,,,,meaning we follow 3 preset tracks based on 3 user profiles.		5 Slovakia
ABC			4 sweden and Slovakia

Using the prototype: providing a sense of purpose as I as a user clicks around in the WIM universe…

I think it is important to be very pedagogic and offer a guided experience (proposing, based on 3 user profiles)…through which the user ends up at a `correct WIM spec`. This links also to illustrate a proper final result based on a unique user profile.

In addition to just `wimming around`…which produces an arbitrary final result after presenting arbitrary states along the way…we could offer (3) unique tracks based on 3 unique profiles…ending up in a logic final wim spec…providing a sense of purpose and some logic consequences to the user.

Could go like this…

When user follows a preset sequence for one of the 3 profiles he will see the final spec and wimstar update along the way.

The preset path is indicated either by simple text based info describing the step by step sequence…or by interactive unfolding guidance built into the ux as the user clicks away..meaining the next correct action would be highlighted….and preferably also one or two alternative action(one could be a slight deviation the other could be a massive detour producing wildly different results.

Either this type of interactive guidance would require the user to `step back in line` after viewing the effect of his èrror`…or we offer additional complete `sub paths`based on a behavior where the user overrides clear indications…and ends up along a totally different path to produce a final alternative spec.

First the basic UX …then a look at the CMS…

A word about the content produced /being produced for every required block of content..txt, image, metric etc…

I have set up a simple CMS in WF based on around 500 items for each of 3 user tracks. As a note …this setup has impacted WF performance…it si probably built in a non optimal way, therefore bogging down the system….still it is operation atm. Also, it seems I have maxed out number of Items or similar…I believe it is maxed per page or something…which limits future additions of complete wim formulas … not a good situation. THE REASON TO STAY WITH MY CMS SETUP IS THE TIMLEINE…the cms is set up and working ..but in the best of world I think it should be replaced by a WF cms done by you or a direct AWS cms…still the key here is to not introduce extended timelines.

IF we assume you could replicate this setup , it might be wise to look into the scope of work..it might well be that what took me 2 weeks will take you 2 days…

Let s check up on this at some point.

Either way you will need to look into some filtering…if we stay with my WF cms we need to add some filters and link to PP.
If we decide you should replicate my setup in a better manner we need to stoll define the need for filtering setup.

AS AN ALTERNATIVE TO ESTABLISHING A MORE INTERATIVE USER EXPERIENCE PROVIDING THE USEER OF THIS PROTO THE ABILITY TO END UP WITH MULTIPLE FINAL OUTPUTS….here a suggestion based on defining 3 predefined Tracks to follow…to experience the correct sequence to edit based on what profile you belong to.

One simple approach could be to define a `correct path…or 3 correct paths based on 3 user profiles.
These would be followed by executing actions indicated throughout the process..either by a marker indicating what tool to use next.
Or at the simplest level the user will follow a text based info sequence telling him what to do next in a pre defined sequence.
If we can use continuously updated markers indicating tools to edit at each step…we can also offer alternative tools `at every step…meaning if user click on this alternative he will produce a slightly different overall content spec. At sa smile level he could review this alternative spec at the same time he deviates from the correct track…then he is prompted to `correct his erroe`before moving on….

We define 3 `correct paths leading to 3 separate perfect WIMs. 3 unique users A,B,C will edit dials and sliders in the exact correct way to end up here…

Alternative states invoked by setting the `wrong? Setting at a certain point during preset path	Alternative states invoked by setting the `wrong? Setting at a certain point during preset path	The`correct`path	Alternative states invoked by setting the `wrong? Setting at a certain point during preset path	Alternative states invoked by setting the `wrong? Setting at a certain point during preset path
HIGHER ENERGY EMELMENTS	SLIGHTLY MORE DISRUPTIVE ELEMENTS	CORRECT ELEMENTS	SLIGHTLY LESS DISRUPTIVE ELEMENTS	LESS ENERGY ELEMENTS
HIGHER ENERGY EMELMENTS	SLIGHTLY MORE DISRUPTIVE ELEMENTS	Step 1 Set dial X to value Y According to indicators built into UX	SLIGHTLY LESS DISRUPTIVE ELEMENTS	LESS ENERGY ELEMENTS
HIGHER ENERGY EMELMENTS	SLIGHTLY MORE DISRUPTIVE ELEMENTS	Step 2 Drag slider X to value Y According to indicators built into UX	SLIGHTLY LESS DISRUPTIVE ELEMENTS	LESS ENERGY ELEMENTS
Etc	Etc	Etc	Etc	Etc
		Etc		