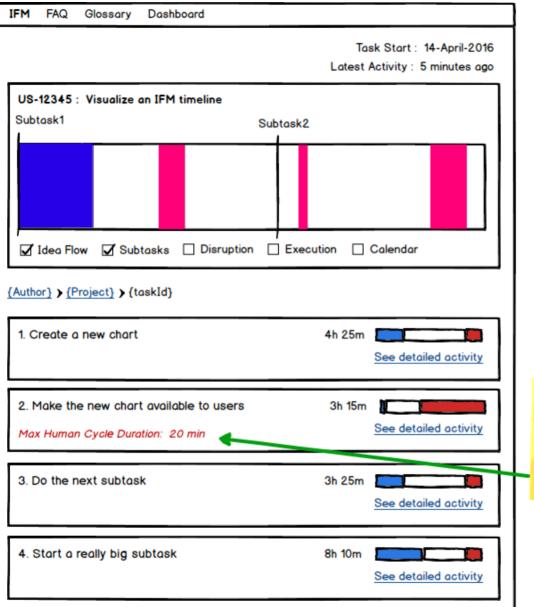
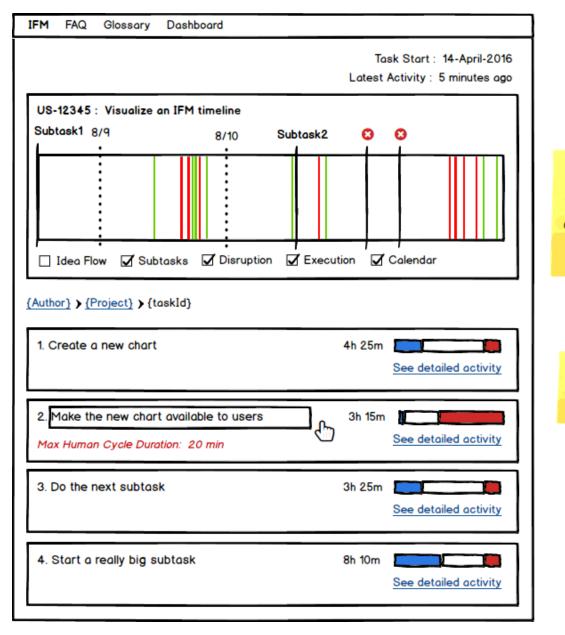
Open Mastery Tools							
Welcome to IdeaFlowDX Profiler							
Email:							
Password:							
	Reset Password	Sign In					

IFM	FAQ	Glossary	Dashboard		
{Autho	or} >				Q
IFM		Project	Taskid	Description N	lost Recent Activity
		Luminate	US-1234	Visualize a timeline task	4:00pm
		Luminate	<u>US-1240</u>	Edit existing timeline band	ds 8/12
		Luminate	US-1245	Create new timeline band	s 8/1
	Ш	Luminate	US-1249	Edit comments for events	and bands 7/23
		LONG	<u>US-1250</u>	Some description	7/20
	Ш	LONG	US-1251	Some description	7/15
		LONG	US-1253	Some description	7/3
		LONG	US-1255	Some description	6/28

IFM	FAQ	Glossary D	ashboard	
{Author} > {Project}			Q	
IFM		TaskId	Description	Most Recent Activity
		<u>US-1234</u>	Visualize a timeline task	4:00pm
		<u>US-1240</u>	Edit existing timeline bands	8/12
		US-1245	Create new timeline bands	8/1
		US-1249	Edit comments for events and	bands 7/23



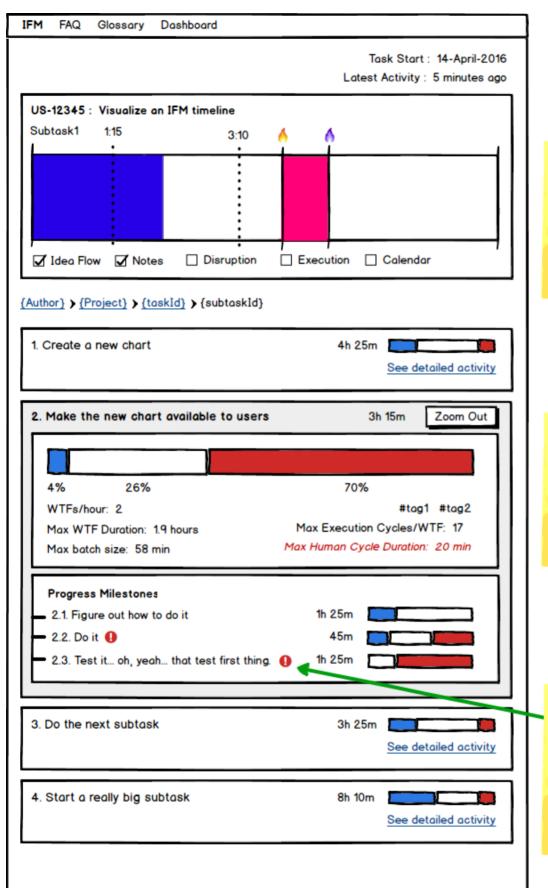
When a metric is over a certain threshold, we'll set a "danger" flag on the metric, indicating the most relevant stuff to point out to the user. On hover, show all metrics.



Show various overlays on selection, and display information in tooltips.

@see GET ideaflow/timeline/task/{taskId}

In place editable subtasks. @see PUT /ideaflow/event/ {eventId}



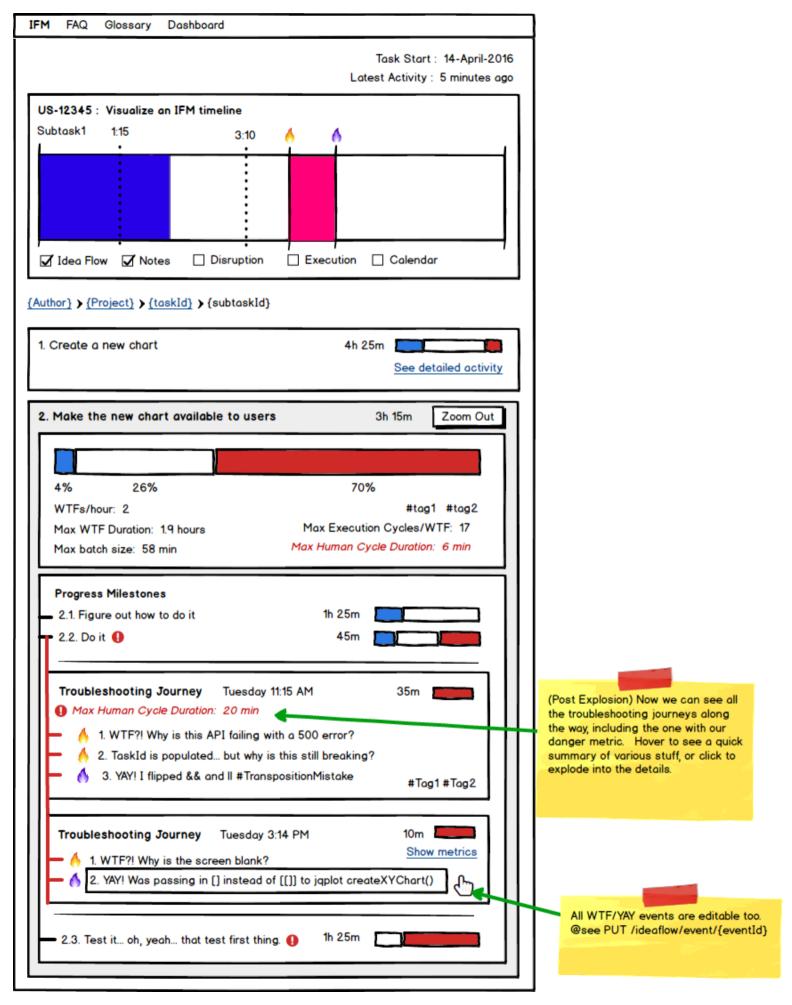
Zoom in to the subtask timeline when clicking on any task, and scroll "subtask 2" to the top of window below. Highlight the corresponding stuff in the timeline when hovering below.

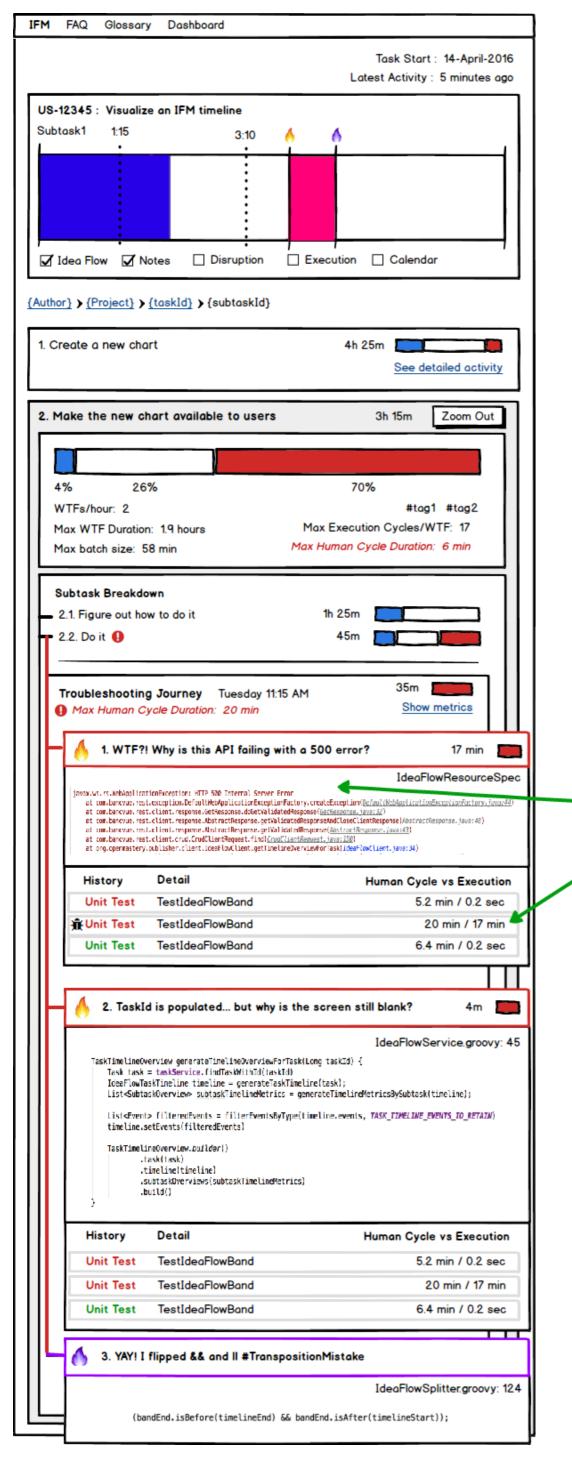
@see ideaflow/timeline/task/ {taskId}/subtask/{subtaskId}

After we're zoomed in, we can see all available metrics, including our "danger metric", and now we can drill into the weedy details.

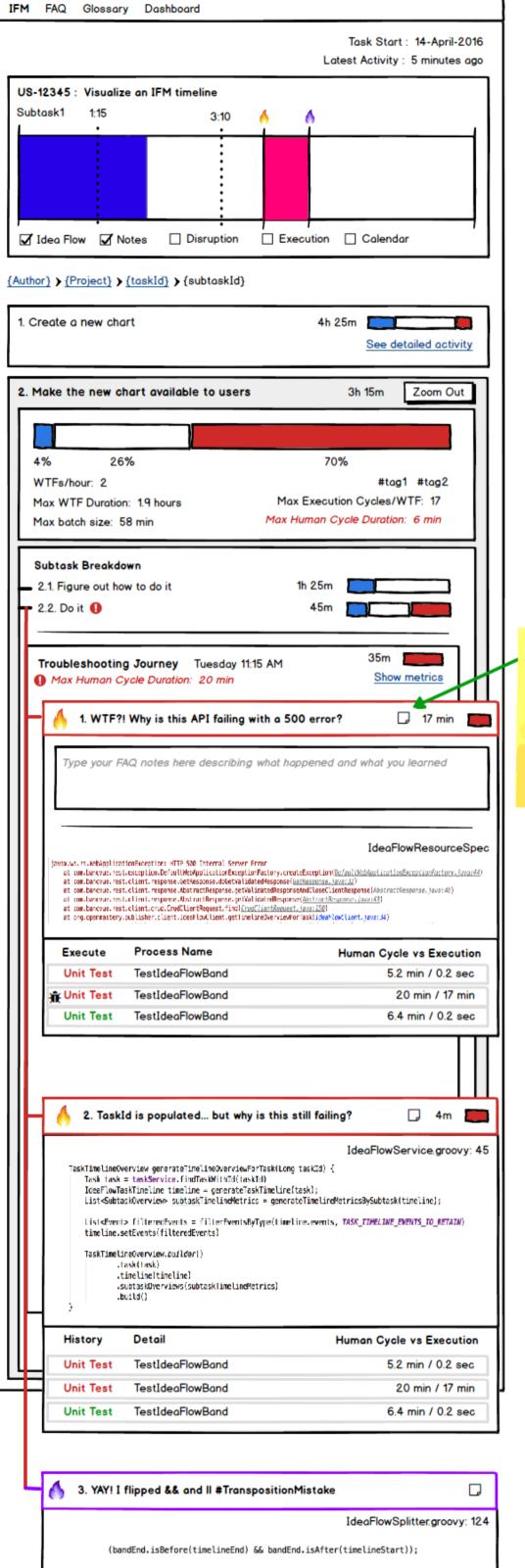
I want to know: "What caused the spike in Human Cycle Duration?"

Danger icons indicate danger inside -hover over the icon to see the specific
danger metrics, or click the icon (or
milestone) to drill down into the details
one again. Upon clicking, the tree
explodes one more time, scrolling this
section to the top of the frame, as part
of the "tree explosion" animation.





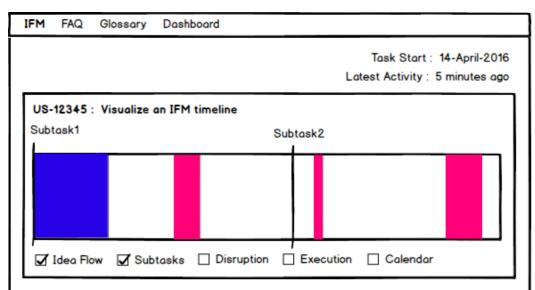
(Post Explosion) Floating window lets us expand the screen real-estate as much as possible. Show all the deep-dive details about highlighted code, and a scrollable window below, showing all the deep-dive details. Show 3 lines at a time with a detailed list of Positionables. For now, we will only have Executables like shown.



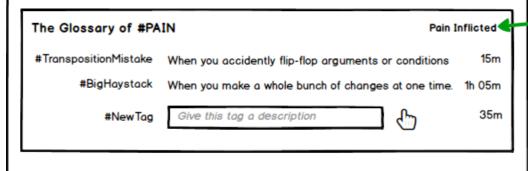
To publish this Troubleshooting Journey as part of the "Automated FAQ", simply fill out one or more notes. If it's interesting enough to explain what happened, it's interesting enough to be in the FAQ.

We can annotate any event with notes:

@see POST ideaflow/event/{eventId}/
annotation



{Author} > {Project} > {taskId} > Glossary



Make it easy to navigate here, then navigate back to wherever it is you came from.

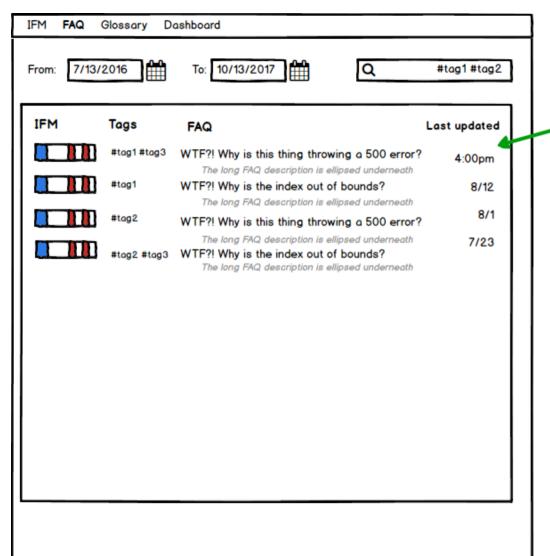
@see /storyweb/glossary?
search={searchStr}

IFM FAQ Glossary Dashboard The Glossary of #PAIN Pain Inflicted 140 h #ATag When you accidently flip-flop arguments or conditions When you make a whole bunch of changes at one time. 80 h #BTag #NewTag Give this tag a description 25 h

If you actually click on Glossary at the top, you get the full glossary, and a quick summary of the all-time worst pains.

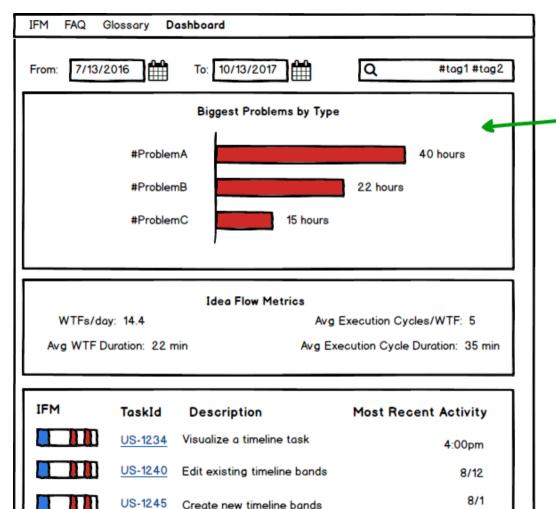
Engineers really want empathy. This page is designed for managers to look at. Clicking on any glossary term will take you to the FAQ search page, where you can find example FAQs matching the #hashtag type.

@see storyweb/glossary



Make it easy to search over FAQ by tag and find interesting stories to review.

@see /storyweb/faq? search="#tag1 #tag2"



Edit comments for events and bands

US-1249

7/23

Make it easy to search over results, and find interesting stories to review. Search tags will generally be those from FAQ explanation stories.

@see /storyweb/metrics?search=
{searchStr}