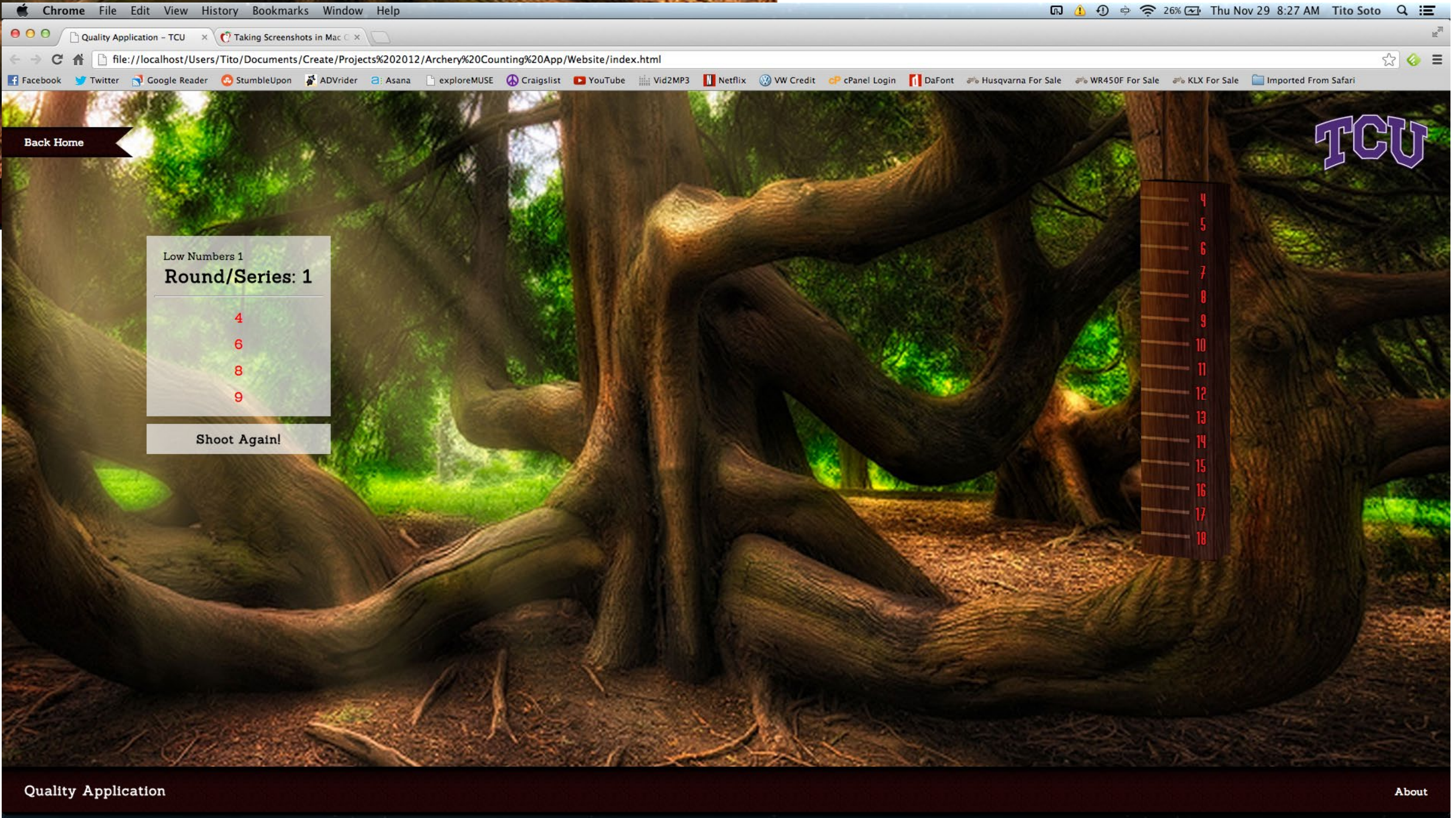
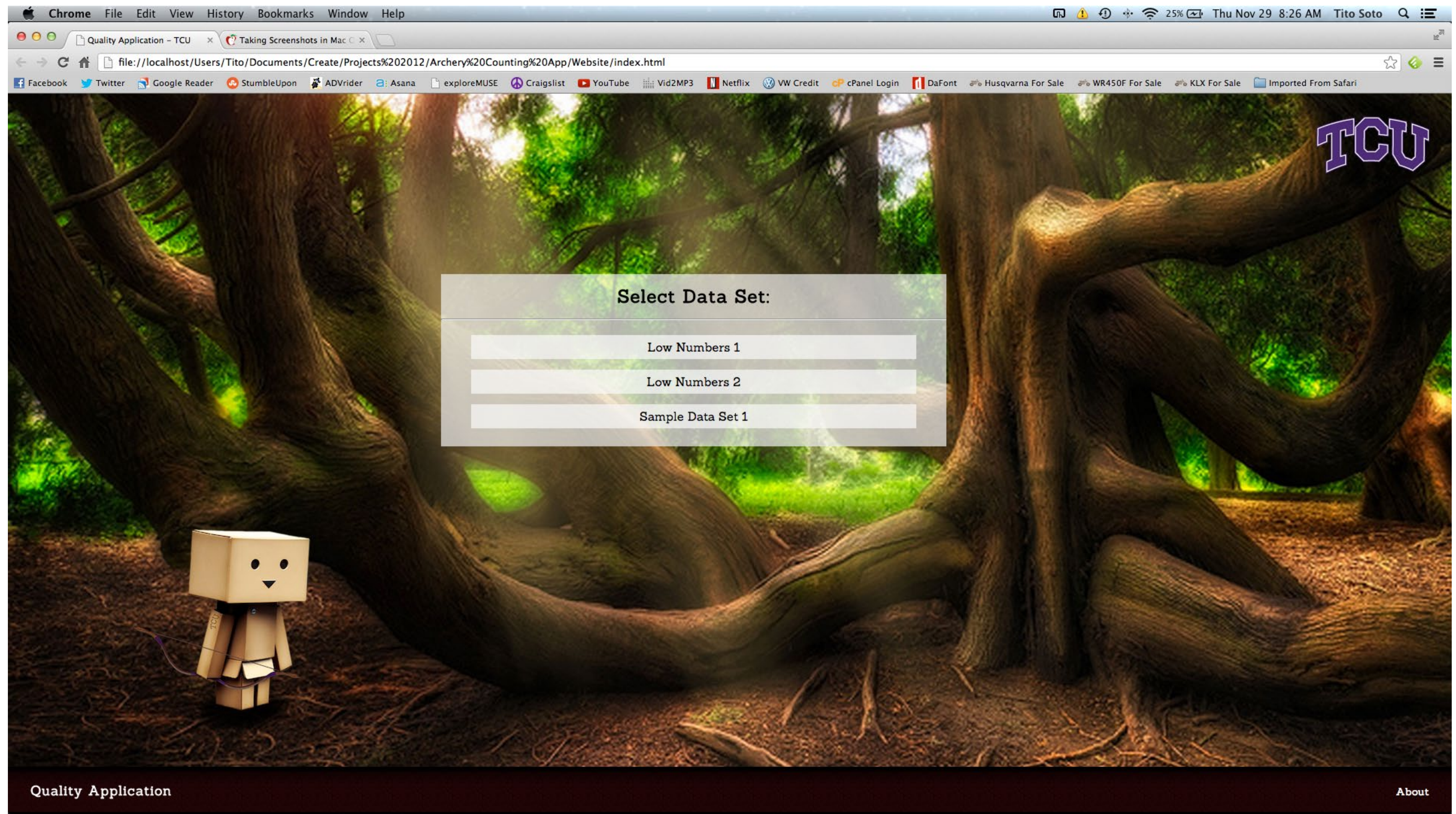


Before

After







## Sequence of Events

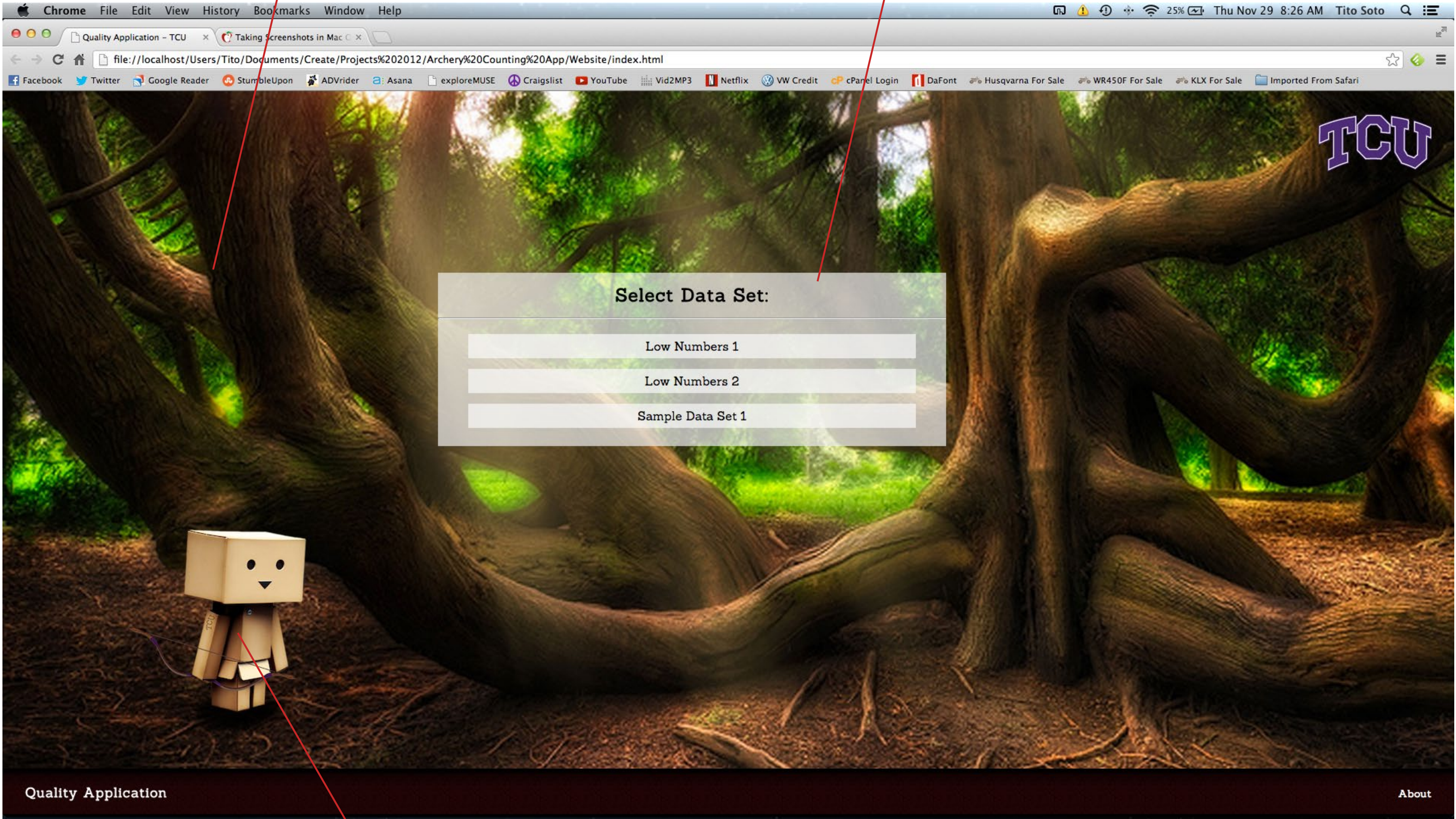
1. Click on data set button (low numbers 1, etc)
2. Animate
3. Shoot arrows after animation is complete for that data set (without having to have the user press the "fire" button the first time - like it is now on the tank mockup).



# Animation

Slide .forest to the right  
(2 second duration)  
(from **background-position: left;**  
to **background-position: right;** )

Fade out .menu  
(1 second duration)



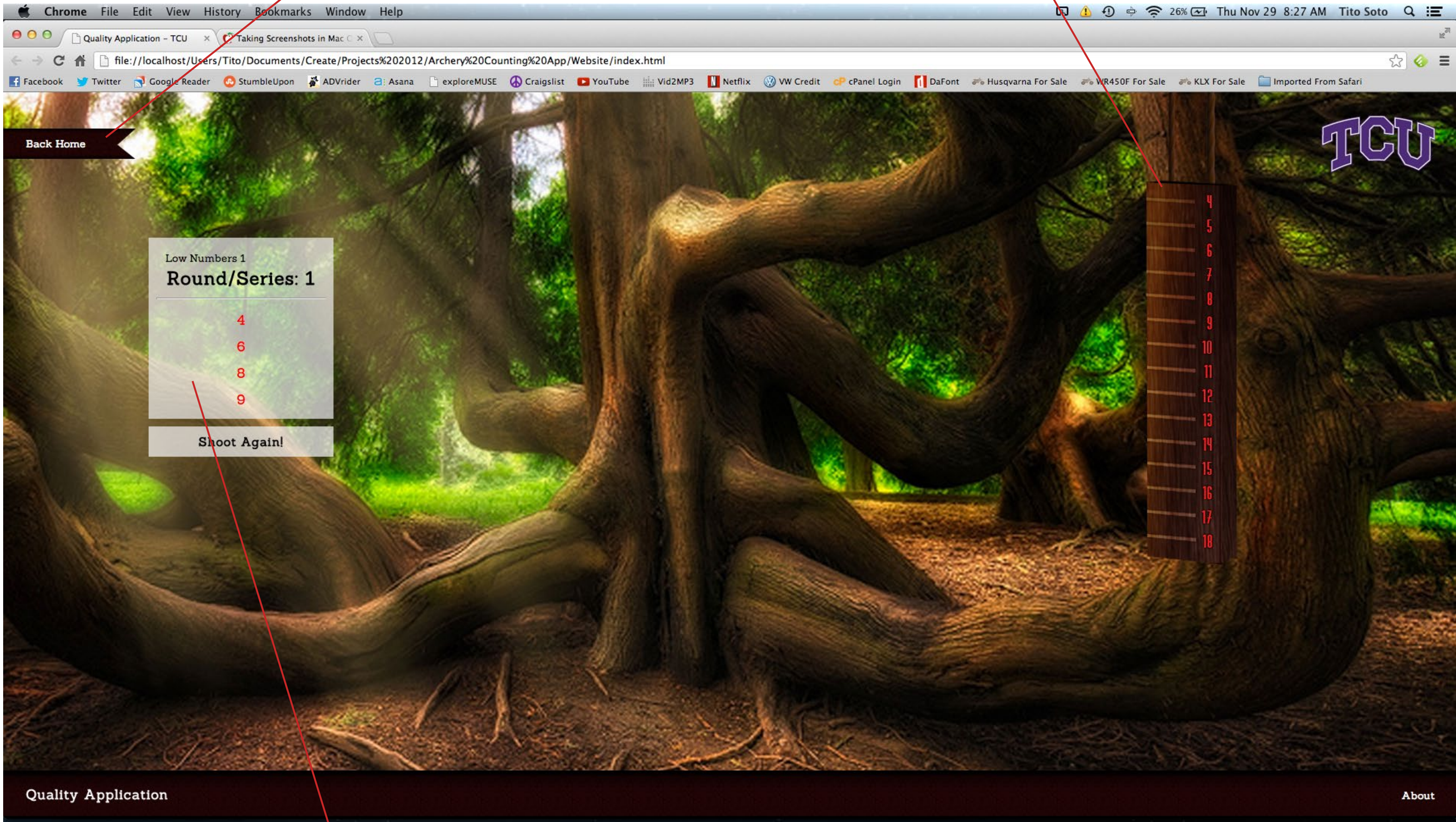
Slide out .boxman to the left of the screen  
(1 second duration) (from **left: 150px** to **left: -500px** )



Animation Continued

Fade in .back  
(1 second duration)

Slide .target in from right of screen  
(1 second duration) (from **right: -15%** to **right: 15%**)



Fade in .results  
(1 second duration)



# Notes

When a user clicks the .back button I'm guessing you can just do all the animations, but backwards (in order to get back to the main menu)

There is the main.css (which you should use) and the transform.css (for reference)  
- transform.css shows everything positioned after all animations have been made

The arrow.png is under ../images