User Stories

Endymion - Member of the IPS team

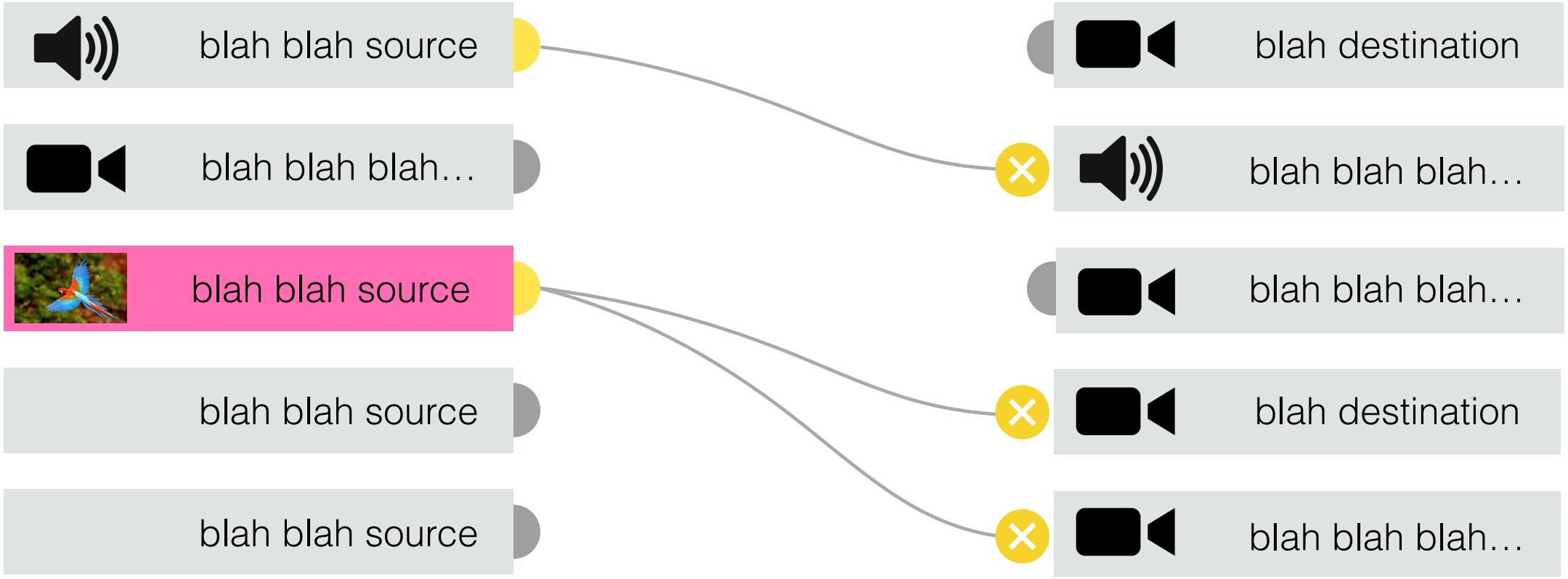
CREATE A NEW ROUTE

- open web router in browser
- select/ find sources and destinations that they are interested in
- having selected these, the UI displays these to them
- identify & select source that they would like to route from.
- UI displays valid potential destinations for route/s
- select a destination
- the UI displays to the user that a route is being created
- the UI displays to the user that a route has been created
- This can happen as many times as desired (including from the same source)

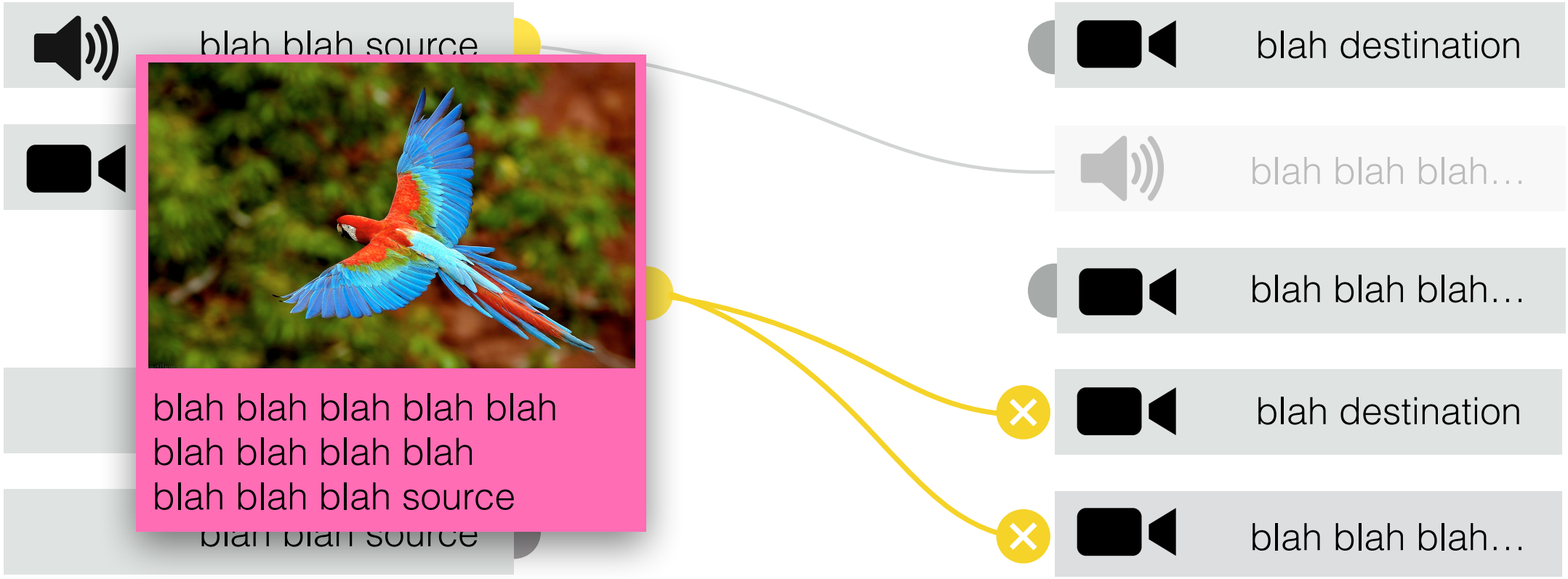
DELETE A ROUTE

- open web router in browser
- select/ find sources and destinations that they are interested in
- having selected these, the UI displays these to them
- identify & select the route that they would like to destroy using UI ‘destroy’ element.
- the UI displays to the user that a route is being destroyed
- the UI displays to the user that a route has been destroyed
- This can happen as many times as desired (including from the same source)

Creating a Route



The user selects a source by clicking or tapping it.



The source expands, is indented and gains a drop shadow. It now remains stationary when the list scrolls. Its routes are indicated by a thick line the same colour as an active node, rendered on top of all other routes. (Selecting another source or clicking “on the background” causes the source to return to its place in the list.) Destinations that are incompatible with that source lose their nodes and fade to 25% opacity over a time period of 0.25s. Routes from other senders fade to 50% opacity over a time period of 0.25s

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah destination

blah blah blah…

blah destination

blah blah blah…

blah blah blah…

blah destination

The user has scrolled - the selected source stays in the same place.

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah blah blah…

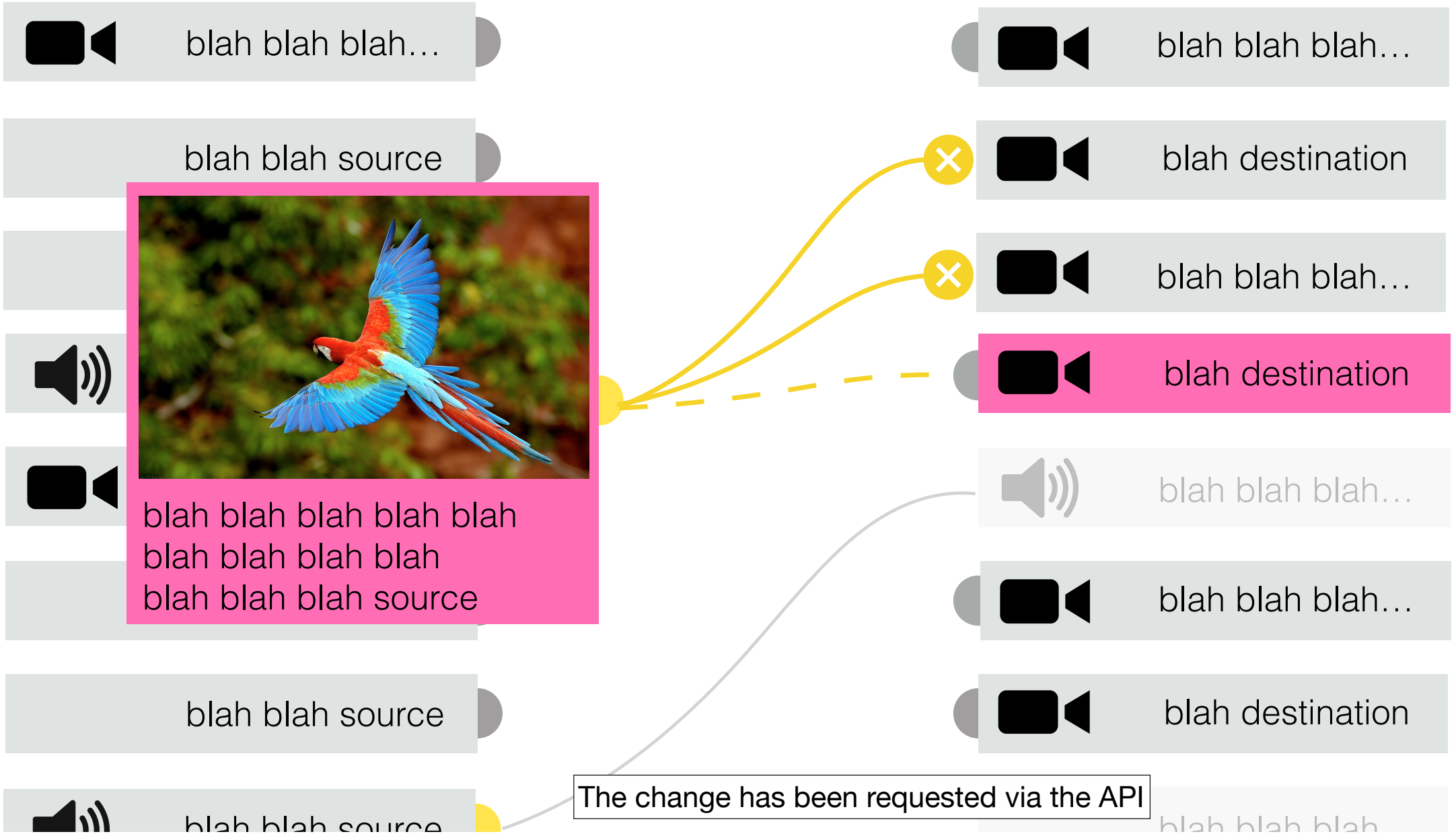
blah destination

blah blah blah…

blah blah blah…

blah destination

One way to route - the user just clicks the destination.


blah blah blah…
blah blah source
blah blah blah blah blah
blah blah blah blah
blah blah blah source
blah blah source
blah blah source
blah blah blah…
blah destination
blah blah blah…
blah destination
blah blah blah…
blah blah blah…
blah destination
The change has been requested via the API

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah blah blah…

blah destination

blah blah blah…

blah blah blah…

blah destination

The change has been made (feel free to animate to this state with a fade)

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah blah blah…

blah destination

blah blah blah…

blah blah blah…

blah destination

Another way to route is by dragging a source node to a destination.
The line is shown dashed to indicate that a user request is being made,

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah destination

blah blah blah…

blah blah blah…

blah destination

A user can visually check a destination by dragging a source node over to one, and hovering above it.

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah destination

blah blah blah…

blah blah blah…

blah destination

On release the source & destination are connected. A line is drawn between them - dashed to indicate that the connection is in progress.

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah blah blah…

blah blah blah…

blah blah blah…

blah destination

The destination moves back to its position in the list straight away.

blah blah blah…

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah source

blah blah blah…

blah destination

blah blah blah…

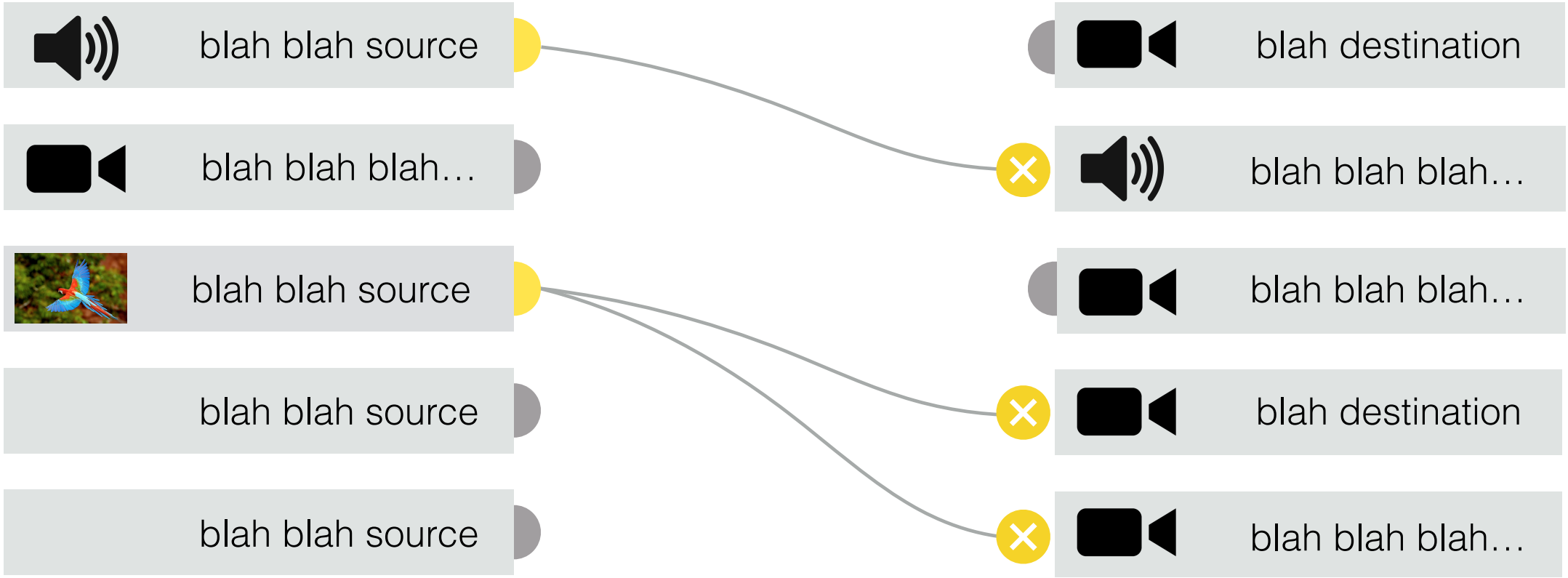
blah blah blah…

blah blah blah…

blah blah blah…

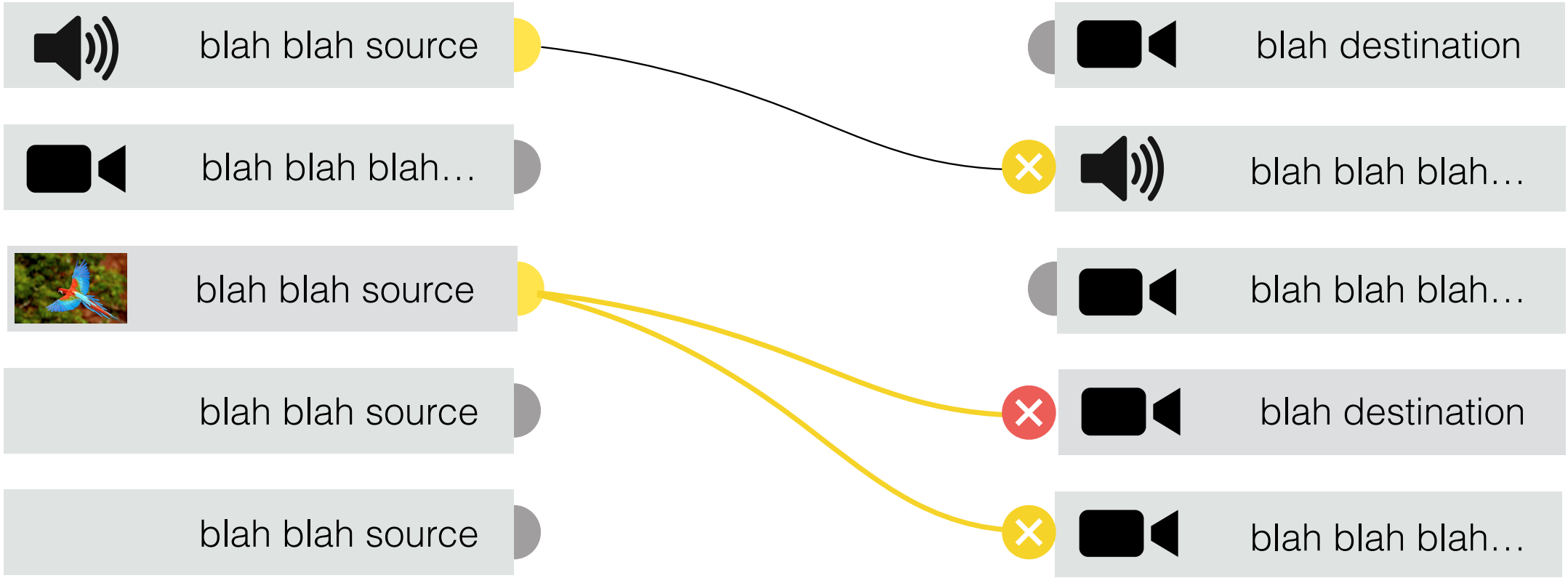
blah destination

The route has been created.

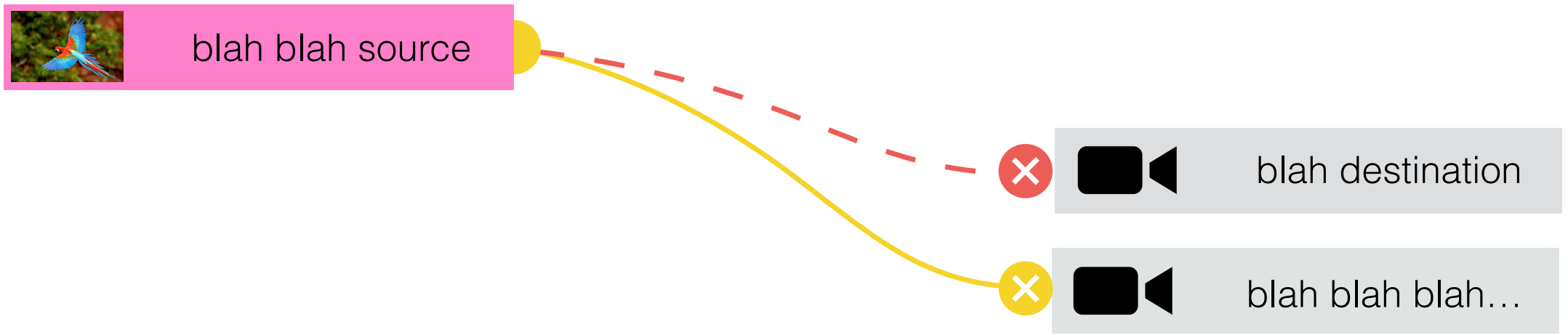


The user selects anywhere that isn't an active area for another control in order to deselect a selected sender. The sender returns to its place in the list and loses its highlight. All routes and receivers return to 100% opacity. Nodes of receivers incompatible with the previously selected sender become visible again

Deleting a Route



The user selects a crossed node for a routed destination by clicking or tapping it.
The node turns red while the mouse / finger is down. The unroute action is triggered on mouse/finger up within the node's active area. If the user drags their finger/pointer out of the active area, the node returns to yellow to indicate that an unclick/touch-up event will have

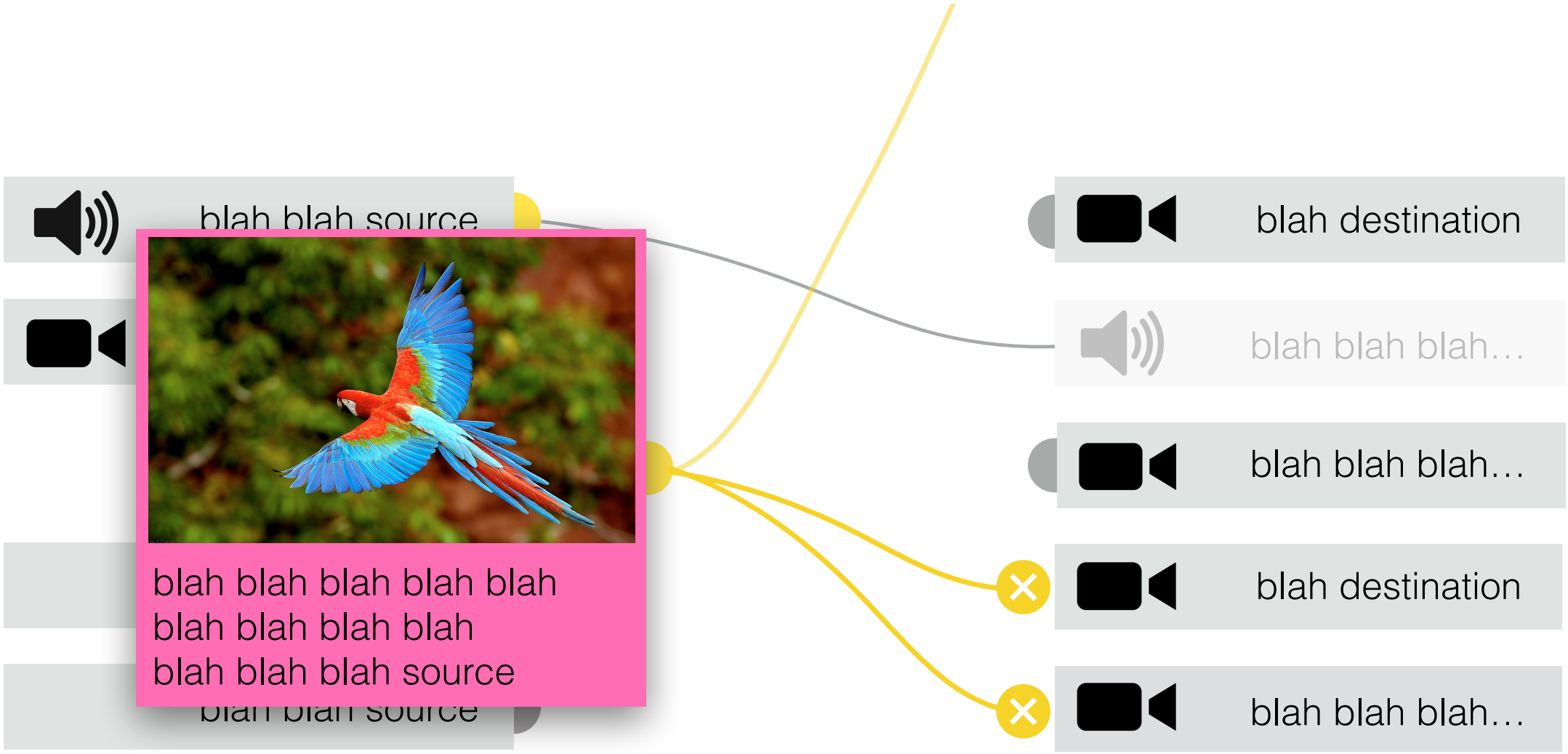


The app sends a ‘destroy’ call to the api. The UI tells the user that it is in the process of destroying the route by turning the line red. The line also becomes dashed.
The source node reverts to the colour it would have been if the selected route had already been destroyed (in this case, yellow, as there is another route from that source.

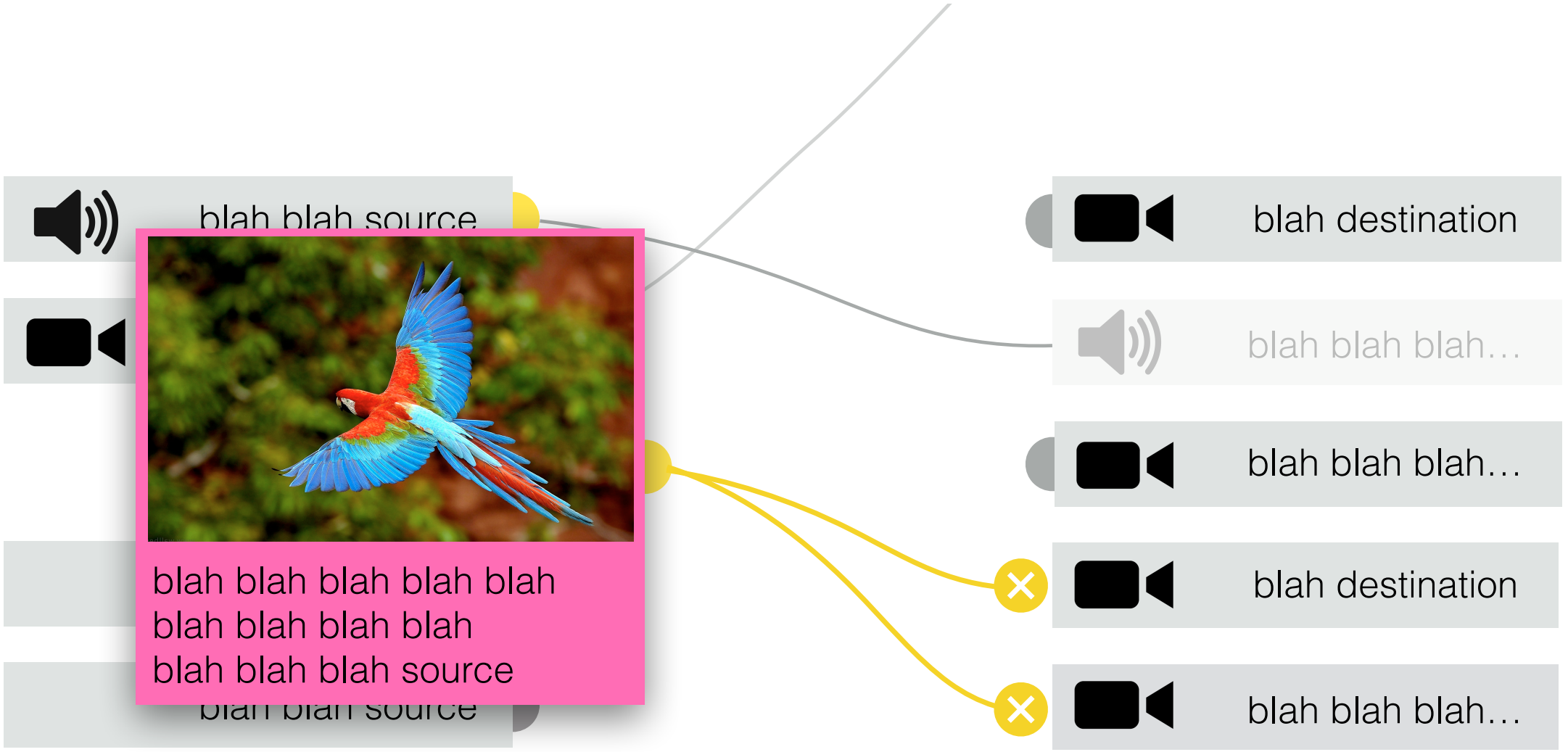
Once the destroy operation has been processed the line fades out slowly (~1s), the de
a node back, and it remains red for ~ 2 seconds

The nodes then lose their red colour, returning to whatever state they would otherwise have had. (The destination will always be grey after an unroute.)

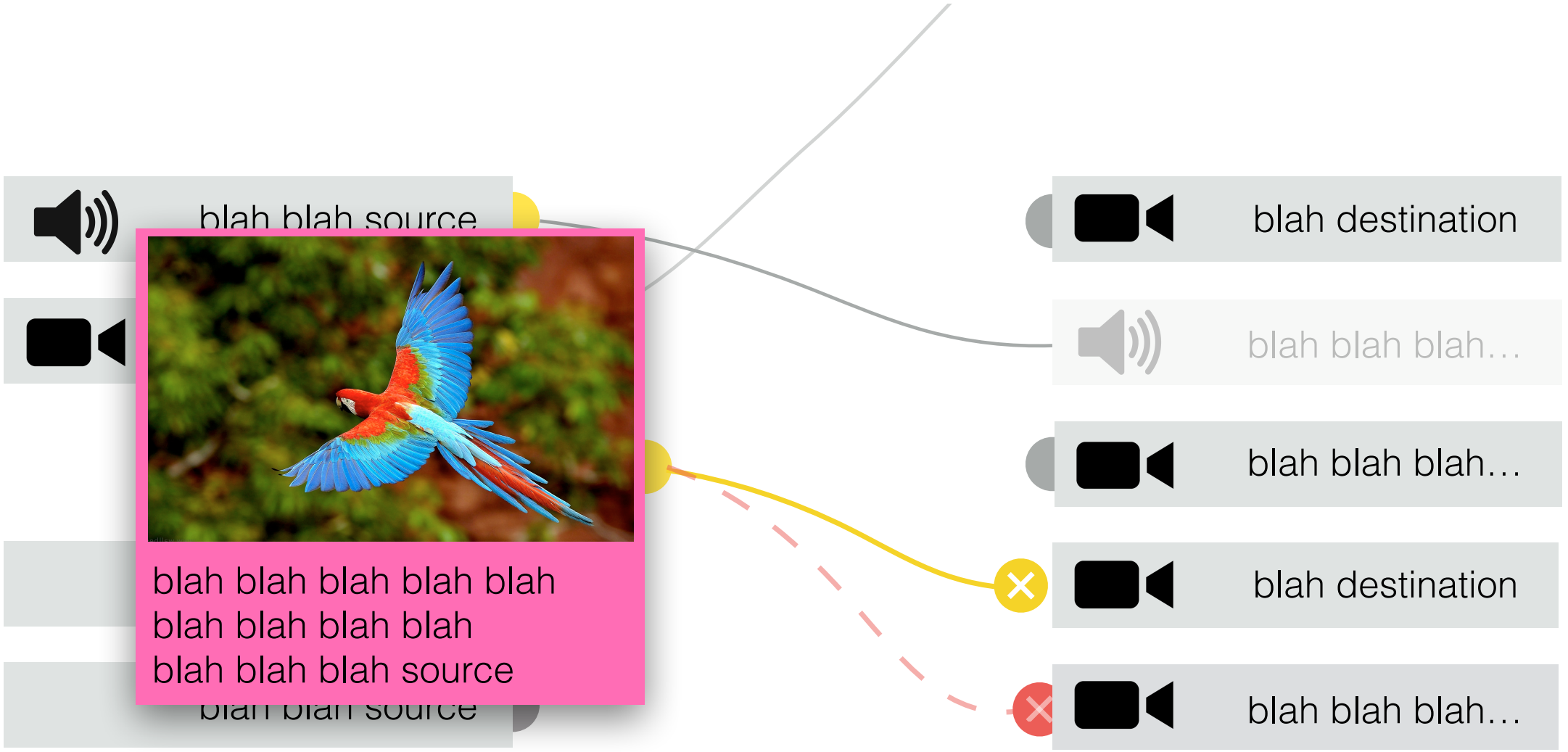
Notifications of changes



A notification is received from the subscription API that a new route is available. The UI indicates this to the user by adding it to the view, animating the addition with a slow fade (~1s) to the appropriate rendering state. In this case, the new route (shown half-way through the fade) is from the selected sender, so the fade is to a thick yellow line. If a notification is received that the route has been destroyed again before the animation has completed, the animation reverses and fades back out at the same speed.

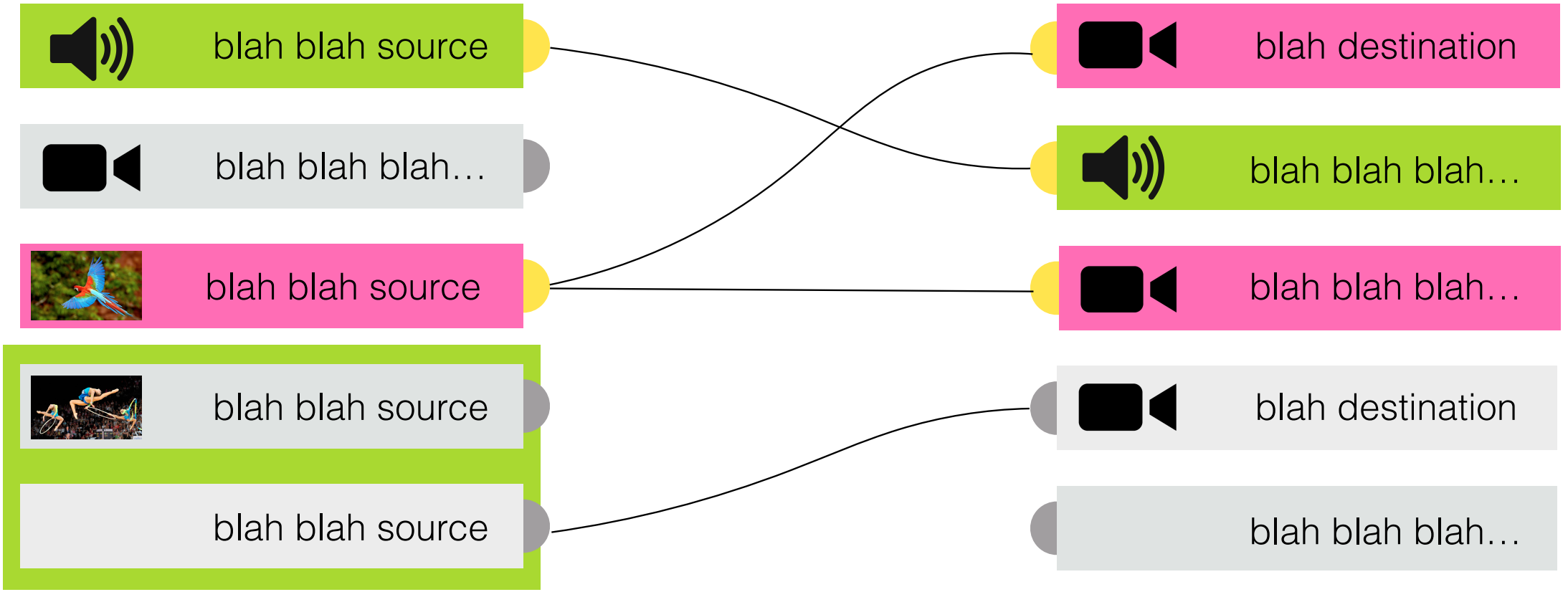


A notification is received from the subscription API that a route has been destroyed. The UI indicates this to the user by removing it from the view, animating the removal with a slow fade (~1s) to the appropriate rendering state. In this case, the destroyed route (shown half-way through the fade) is from an unselected sender, so the fade is from a thin grey line. If a notification is received that the route has been created again before the animation has completed, the animation reverses and fades back in again at the same speed.



The user has requested that a route be destroyed, and a notification is received from the subscription API that this action has taken place (perhaps in response to the user request; perhaps coincidentally.) This is indicated to the user as if their request had been processed successfully, regardless of the cause of the change.

Ignore everything after this.

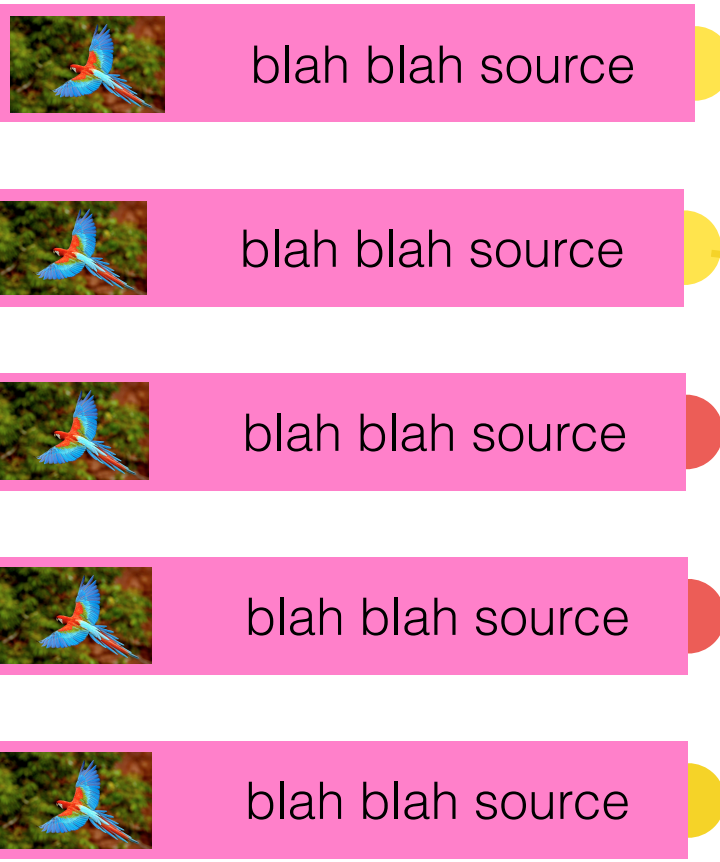

blah blah source
blah blah blah…
blah blah source
blah blah source
blah blah source
blah destination
blah blah blah…
blah blah blah…
blah destination
blah blah blah…

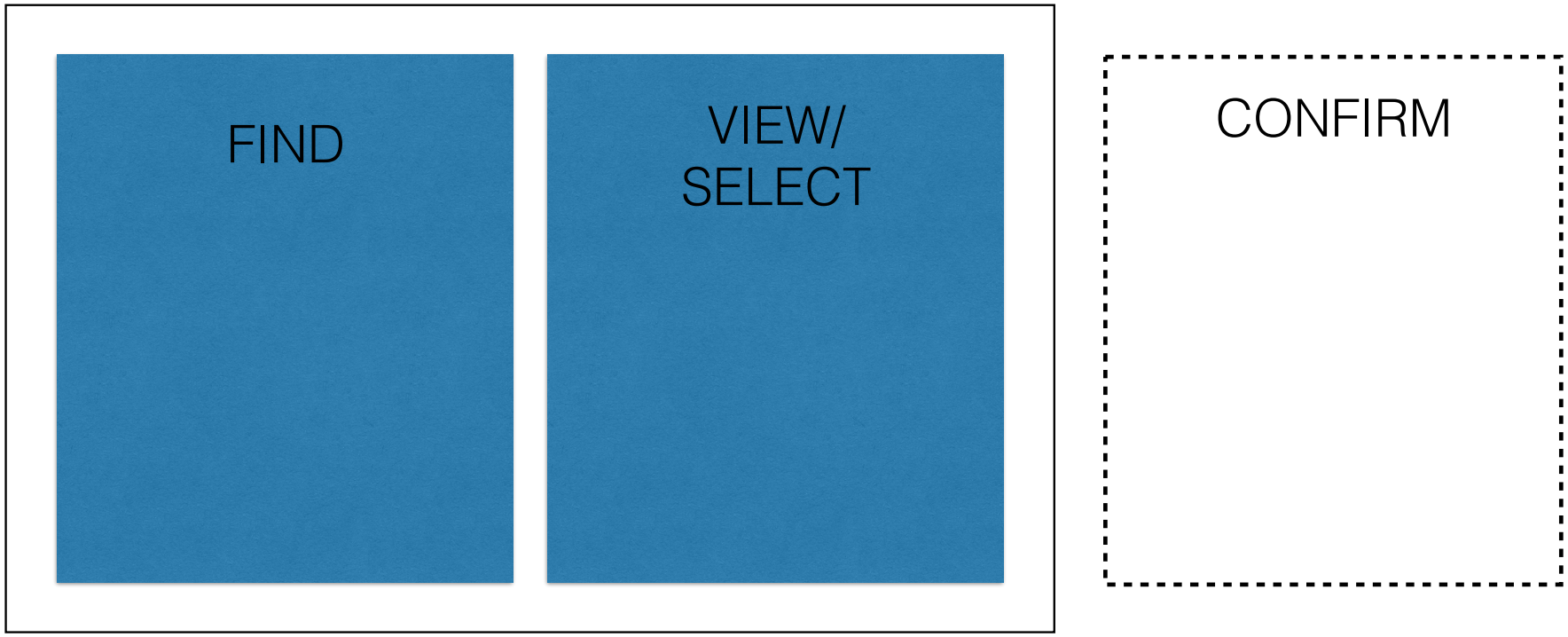
blah blah source

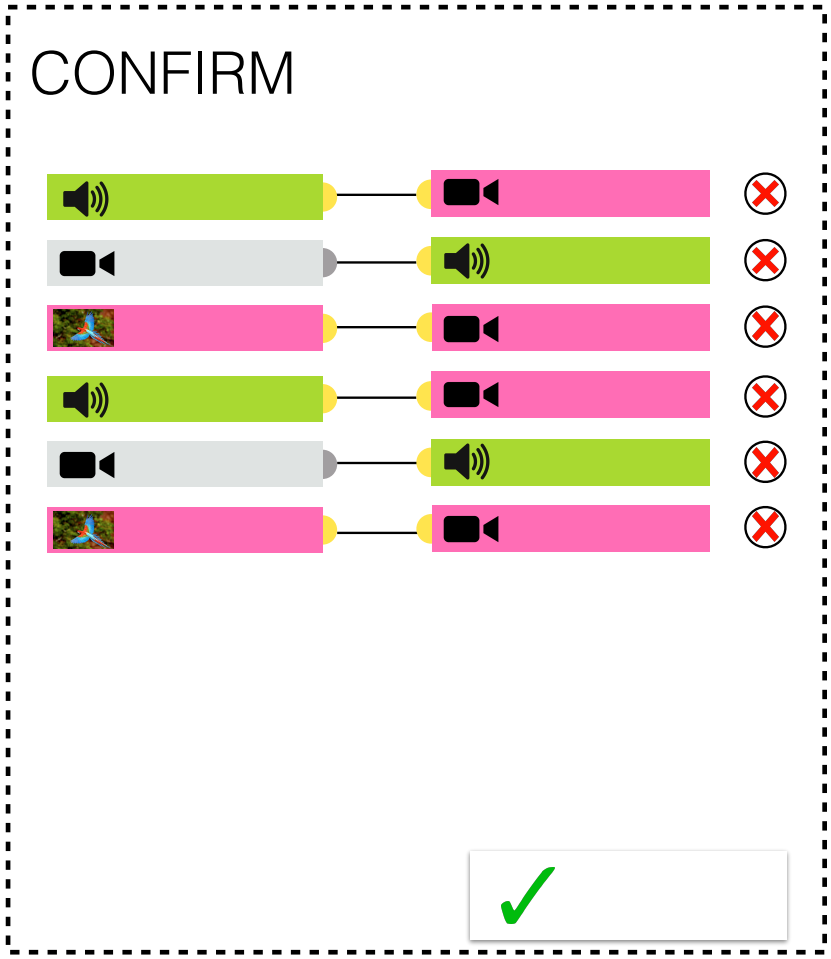
blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source

blah blah blah blah blah
blah blah blah blah
blah blah blah source


blah blah source
blah blah source
blah blah source
blah blah source
blah blah source
blah destination
blah destination
blah destination
blah destination
blah destination
blah destination


FIND
VIEW/
SELECT
CONFIRM


CONFIRM