

User Stories

Endymion - Member of the IPS team

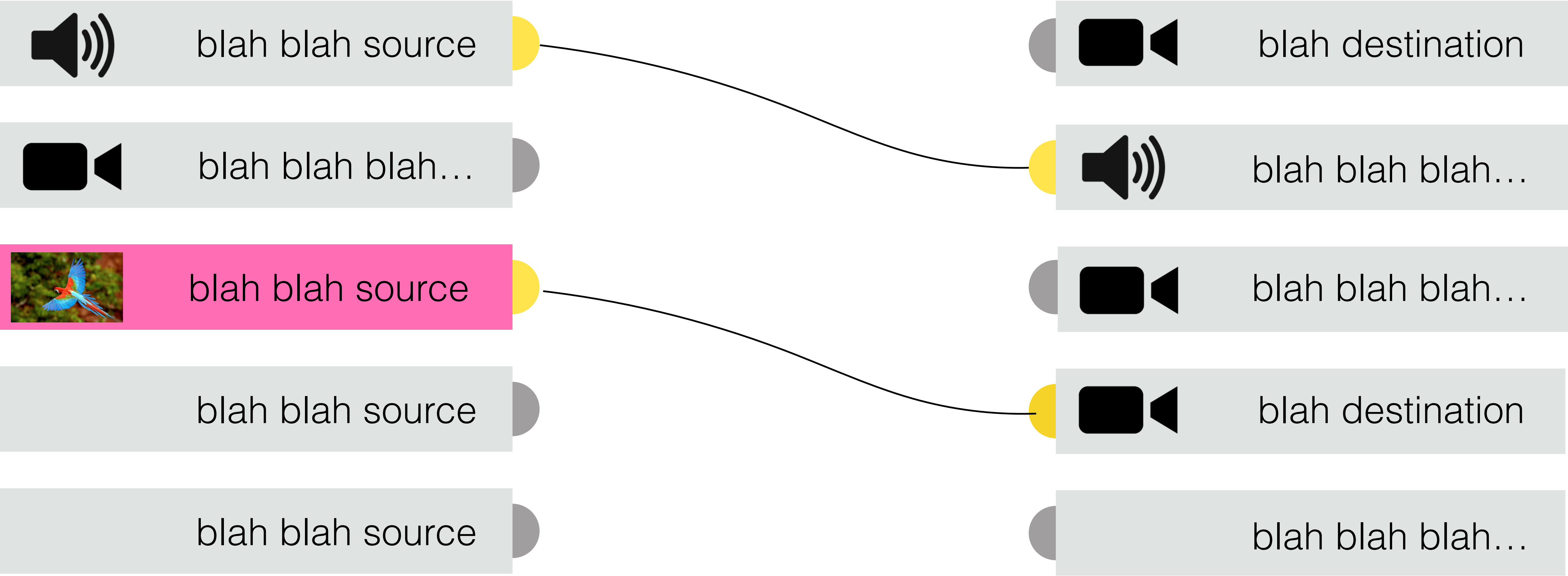
CREATE A NEW ROUTE

- 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)

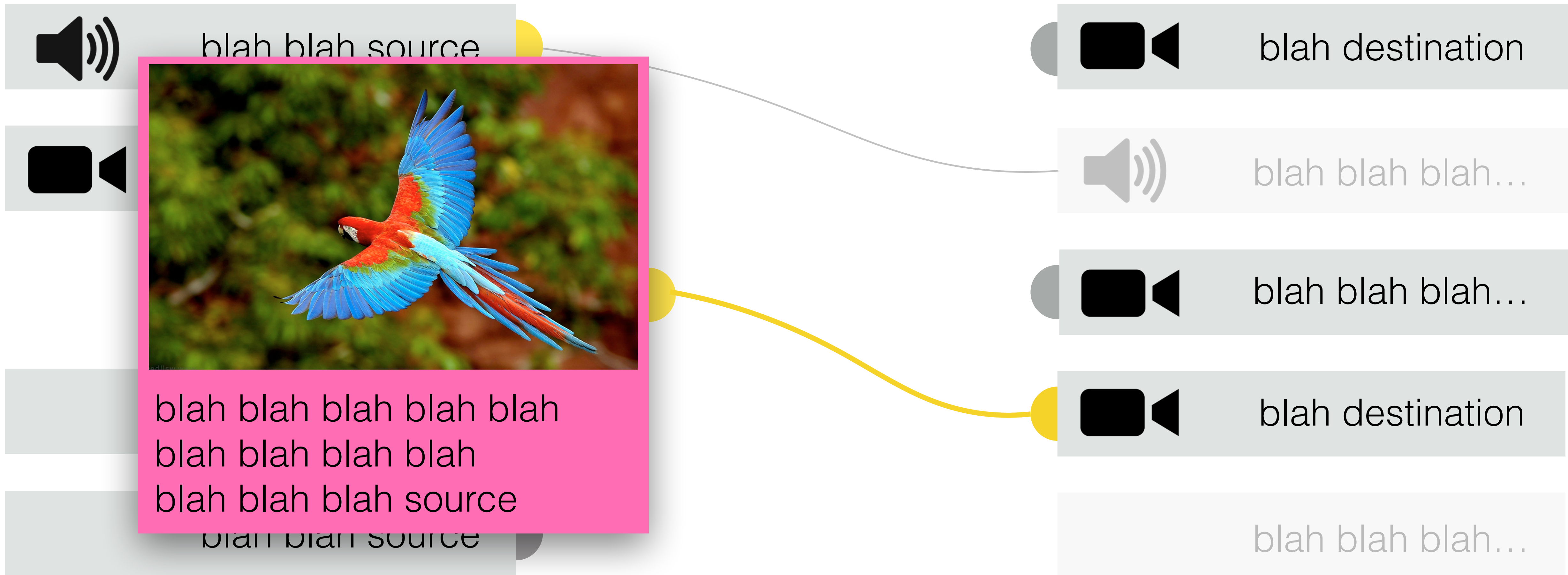
DELETE A ROUTE

- 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



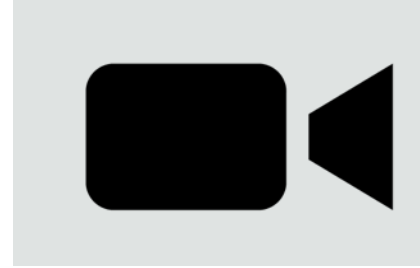
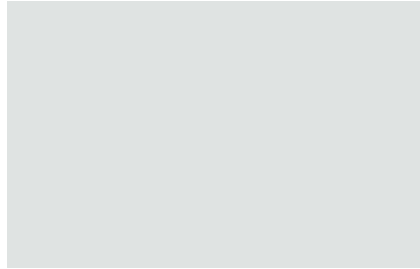
The user selects a source by clicking or tapping it.



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. (Feel free to animate.)

blah blah blah...

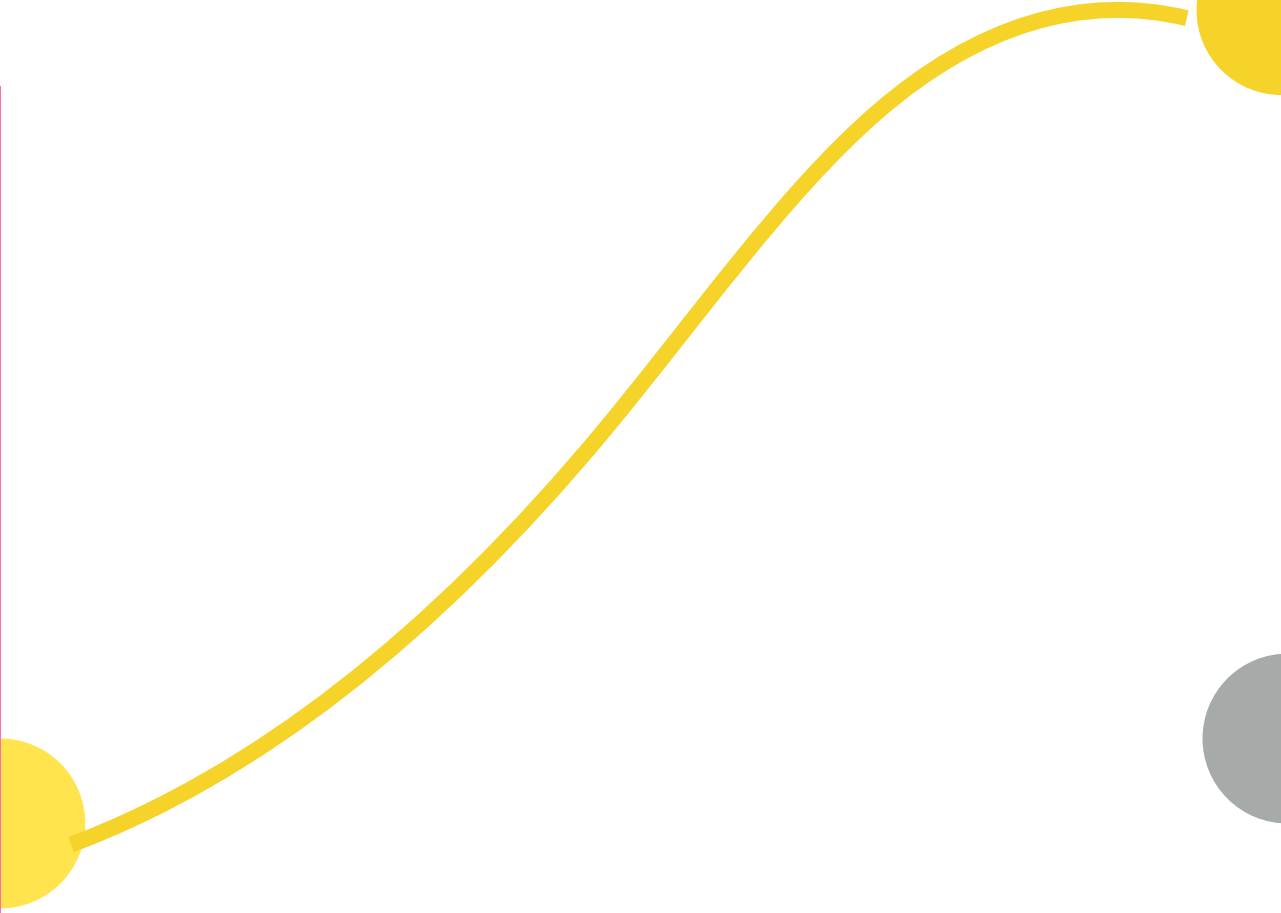
blah blah source



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...

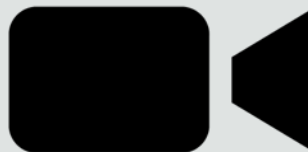
blah destination

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

 blah blah blah...


blah blah source



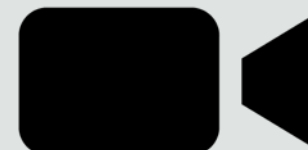


blah blah blah blah blah
blah blah blah blah
blah blah blah source


blah blah source


 blah blah source

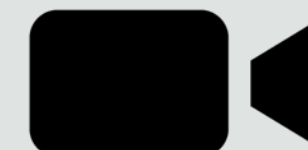
 blah blah blah...


 blah destination

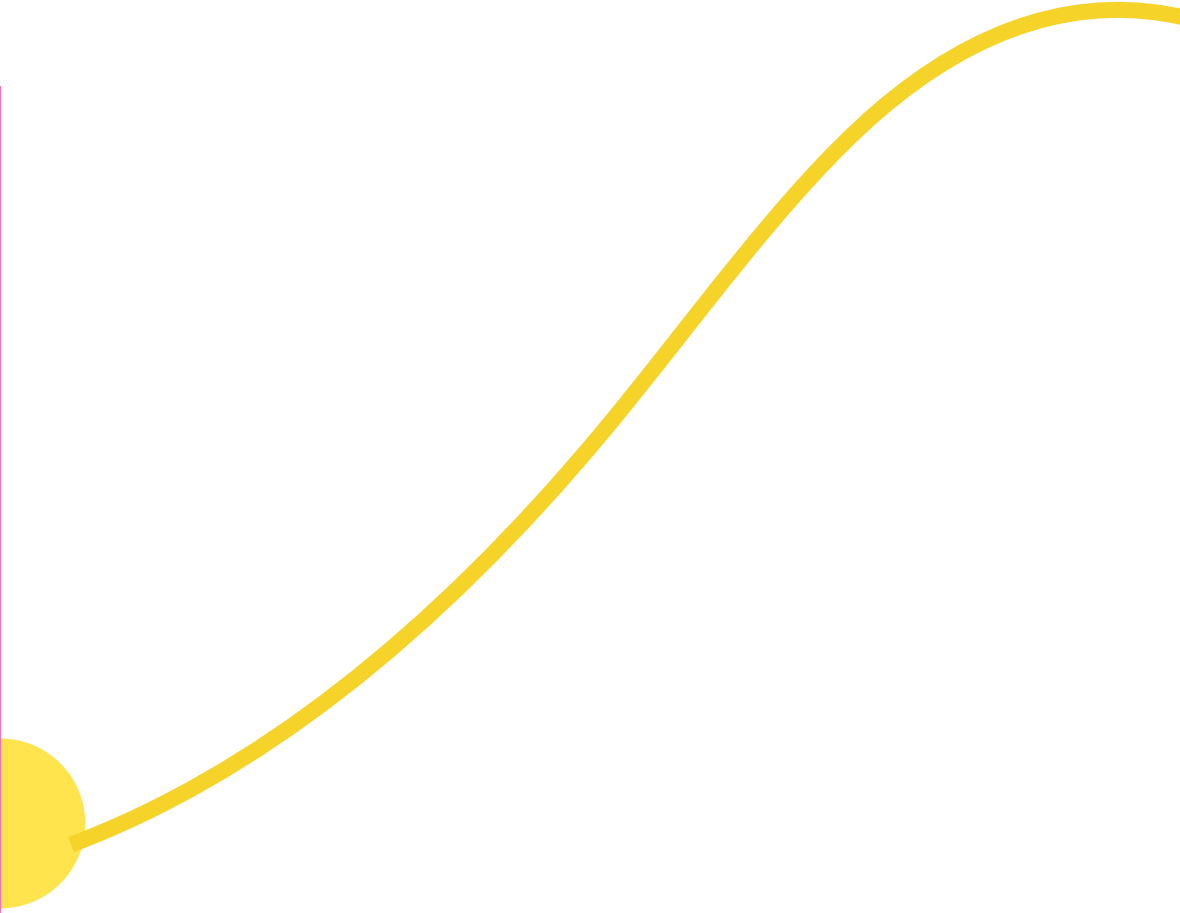
blah blah blah...

 blah destination

 blah blah blah...

 blah blah blah...

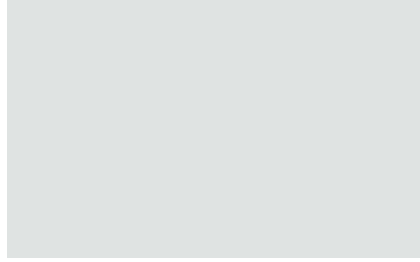
 blah destination



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

blah blah blah...

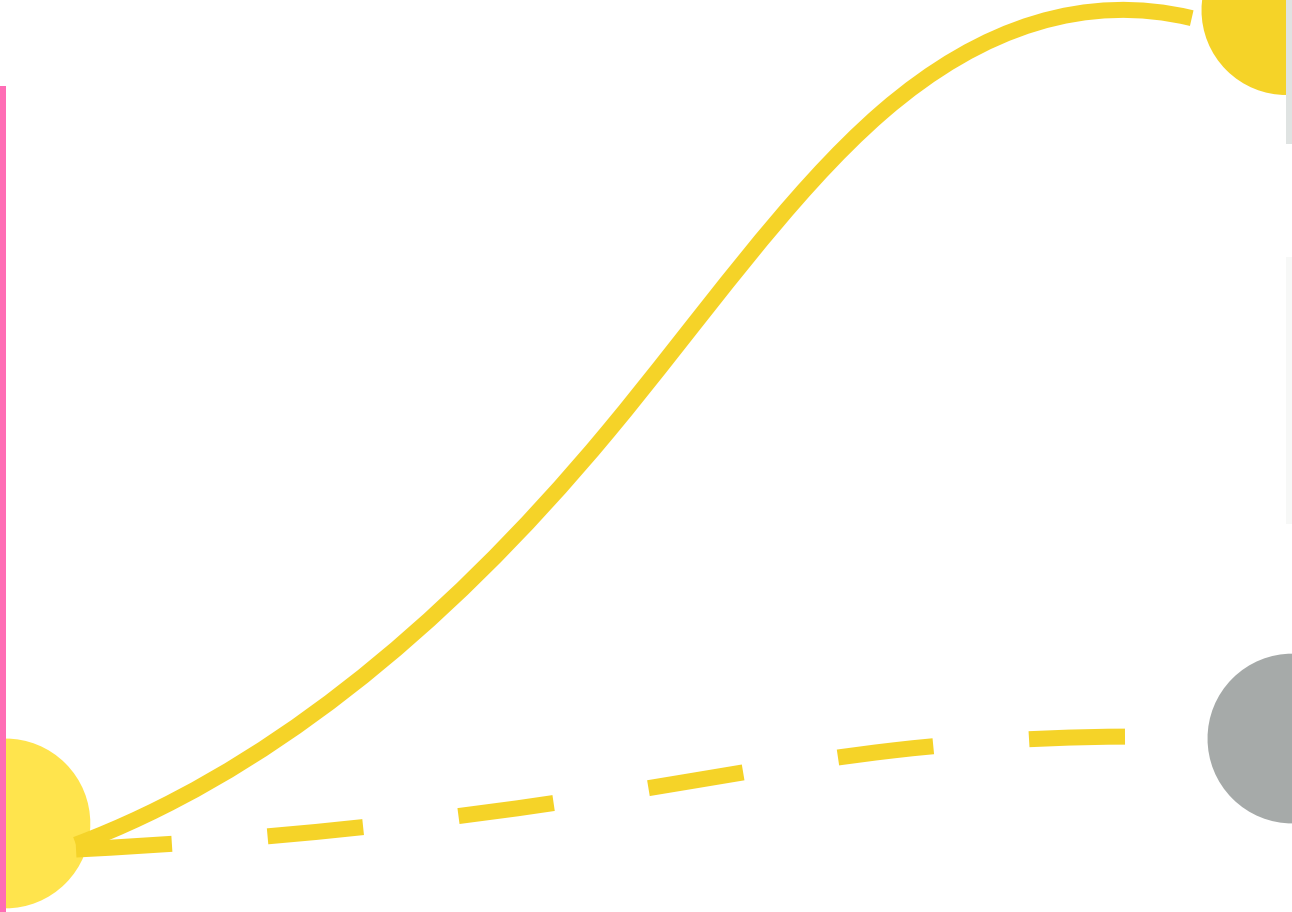
blah blah source



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

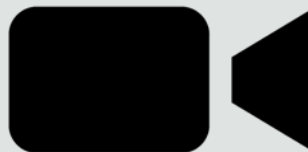
blah blah blah

The change has been requested via the API

 blah blah blah...


blah blah source

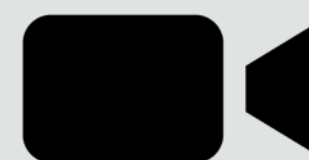


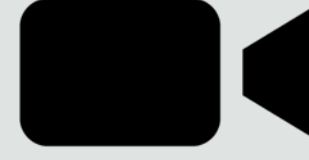


blah blah blah blah blah
blah blah blah blah
blah blah blah source

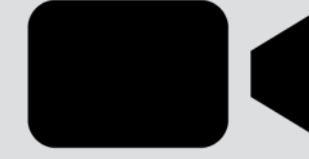
blah blah source


 blah blah source

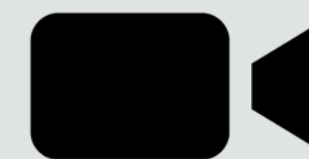
 blah blah blah...

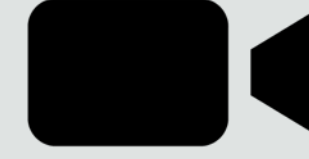
 blah destination

blah blah blah...


 blah destination

 blah blah blah...

 blah blah blah...

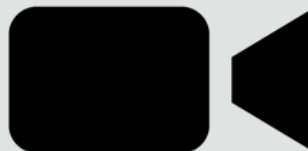
 blah destination

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

 blah blah blah...

blah blah source



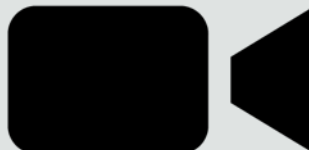



blah blah blah blah blah
blah blah blah blah
blah blah blah source

blah blah source


 blah blah source




 blah blah blah...

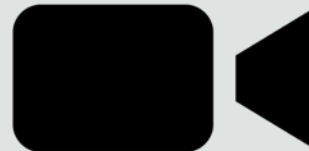
 blah destination

blah blah blah...


 blah destination

 blah blah blah...

 blah blah blah...

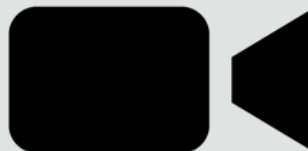
 blah destination

Another way to route is by dragging a source node to a destination.

 blah blah blah...

blah blah source

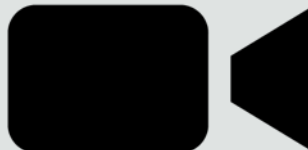




blah blah blah blah blah
blah blah blah blah
blah blah blah source



blah blah source

 blah blah source

 blah blah blah...

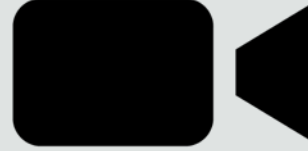
 blah destination

 blah blah blah...

 
blah destination

 blah blah blah...

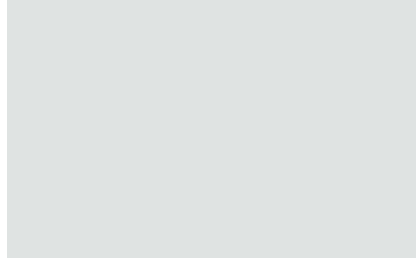
 blah blah blah...

 blah destination

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 destination

blah blah blah...

blah destination

blah blah blah...

blah destination

blah blah blah...

blah blah blah...

blah destination

blah blah blah

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



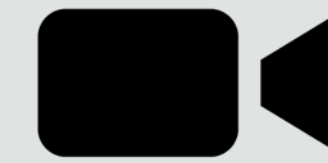
blah blah blah blah blah
blah blah blah blah
blah blah blah source



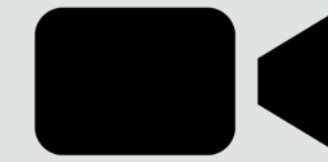
blah blah source



blah blah source



blah blah blah...



blah destination

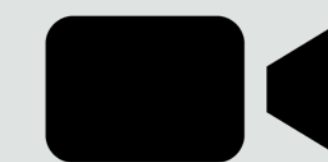
blah blah blah...



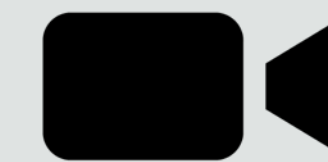
blah blah blah...



blah blah blah...



blah 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



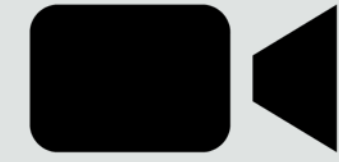
blah blah source



blah blah source

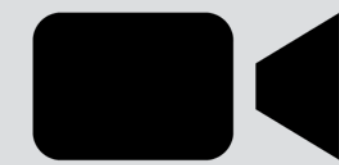


blah blah blah...



blah destination

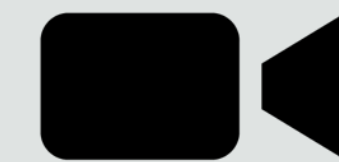
blah blah blah...



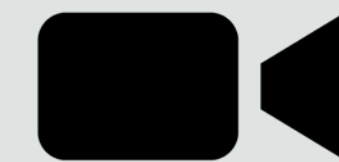
blah blah blah...



blah blah blah...



blah blah blah...

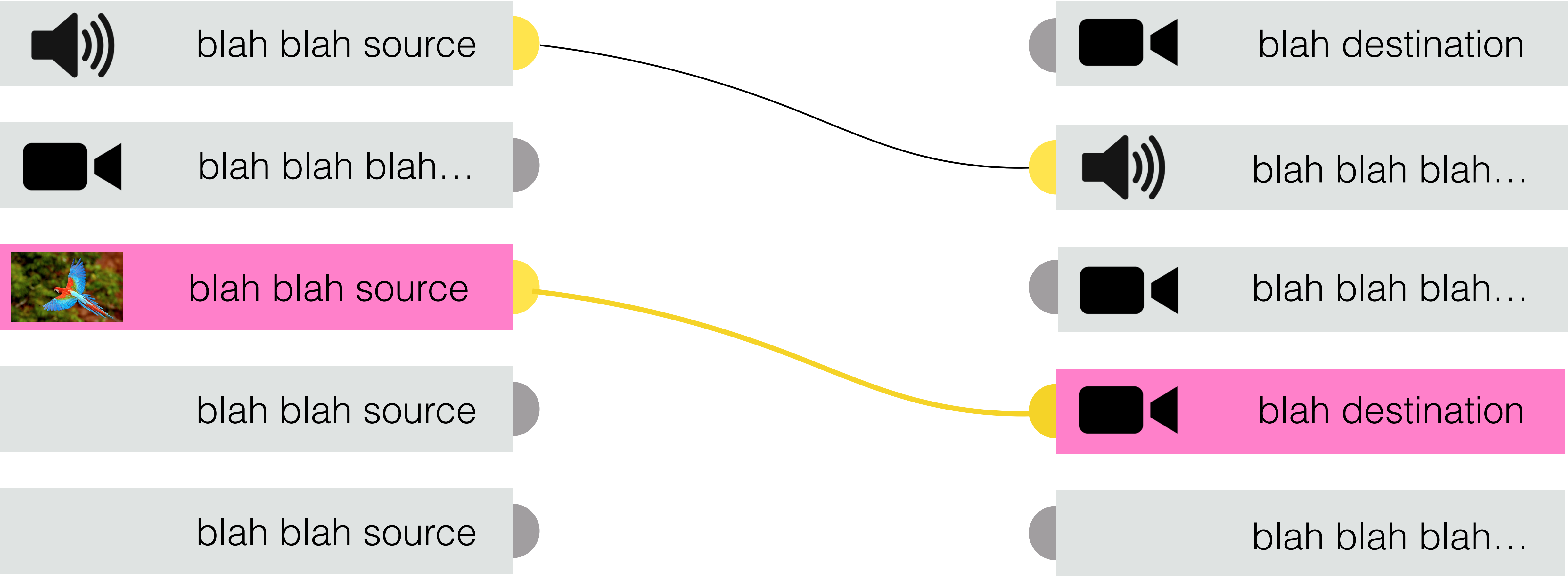


blah destination

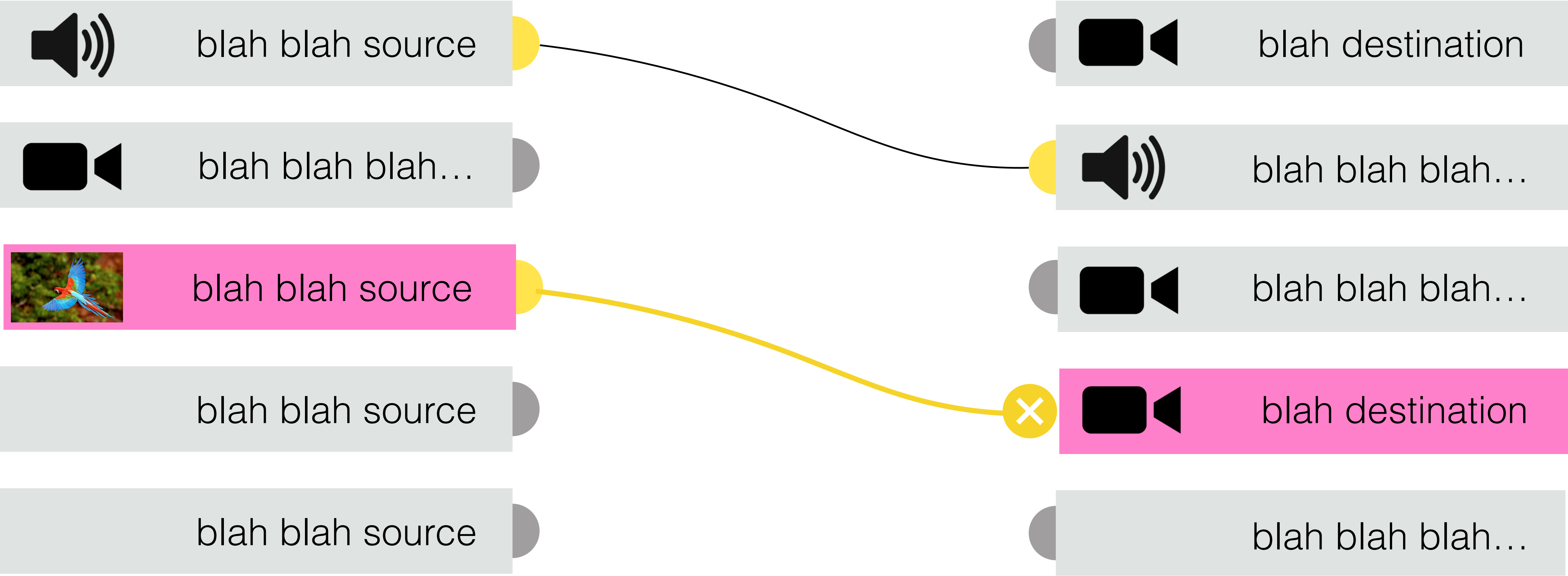
The route has been created.

blah blah blah


Deleting a Route



The user selects a route by clicking or tapping the line, source, or destination.

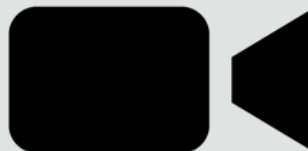


the node animates on the destination turning into a crossed node, and separating slightly from the destination body.

 blah blah blah...

blah blah source

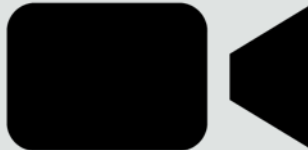





blah blah blah blah blah
blah blah blah blah
blah blah blah source


blah blah source


 blah blah source

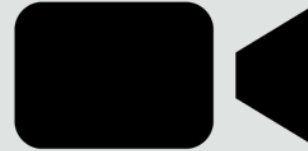
 blah blah blah...

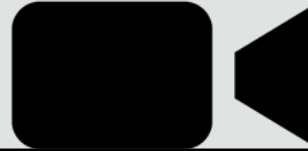
 blah destination

blah blah blah...

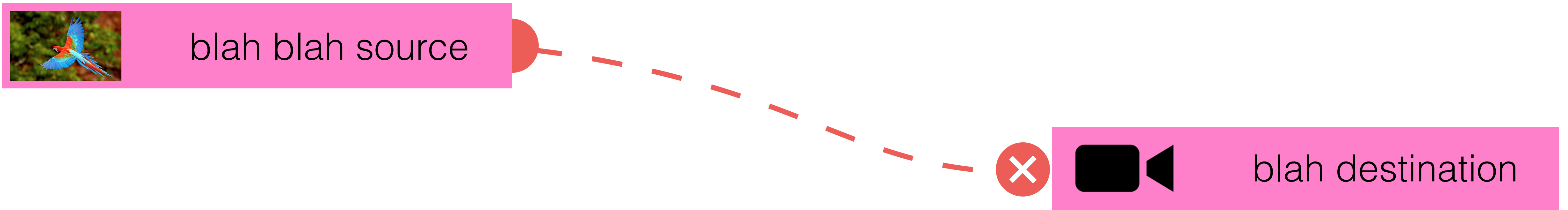
 blah blah blah... 

 blah blah blah...

 blah blah blah...

 blah destination

If the destination is out of the current view, we pop the source as before, and scroll to the destination position.



clicking/ touching the crossed node 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 source node and the line red. The line also becomes dashed.



blah blah source

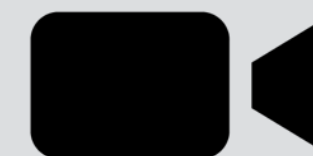


blah destination

Once the destroy operation has been processed the line fades, the destination gets a node back, and they remain red for ~ 2 seconds



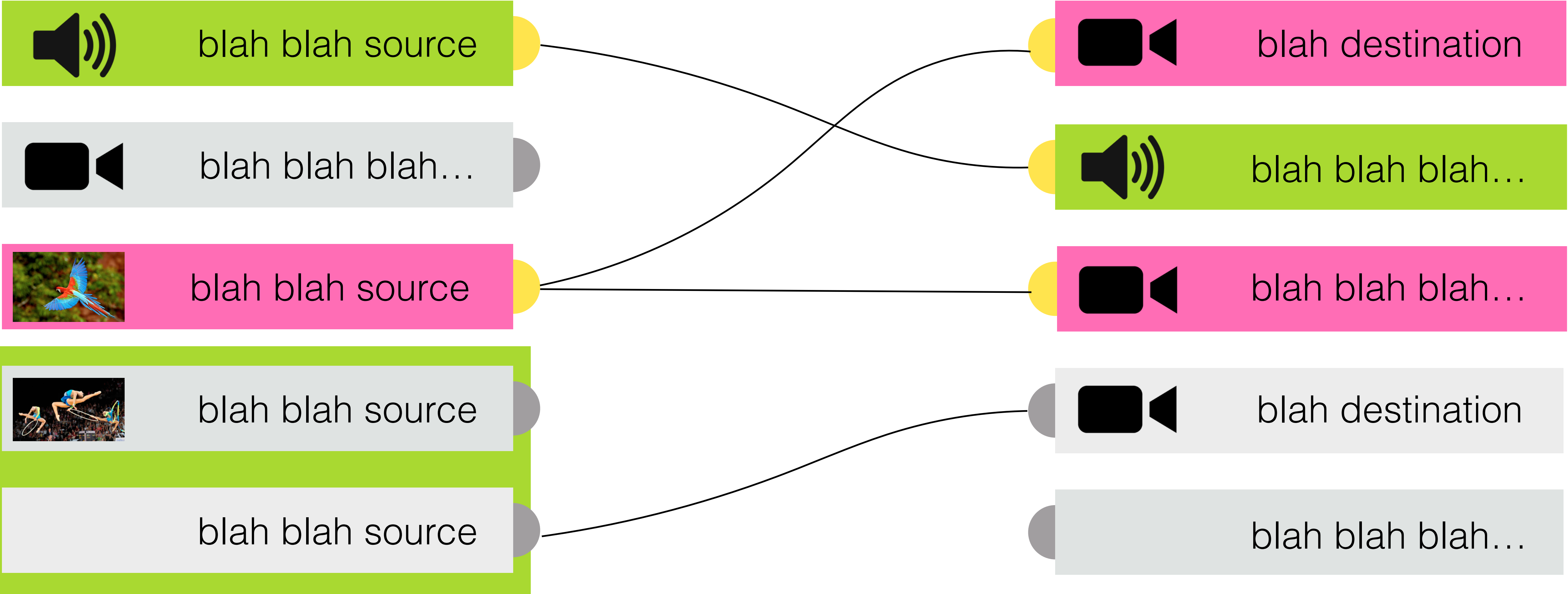
blah blah source



blah destination

The nodes then fade back to yellow and the source and destination lose their distinctiveness, nestling back into the pack.

Ignore everything after
this.





blah blah source



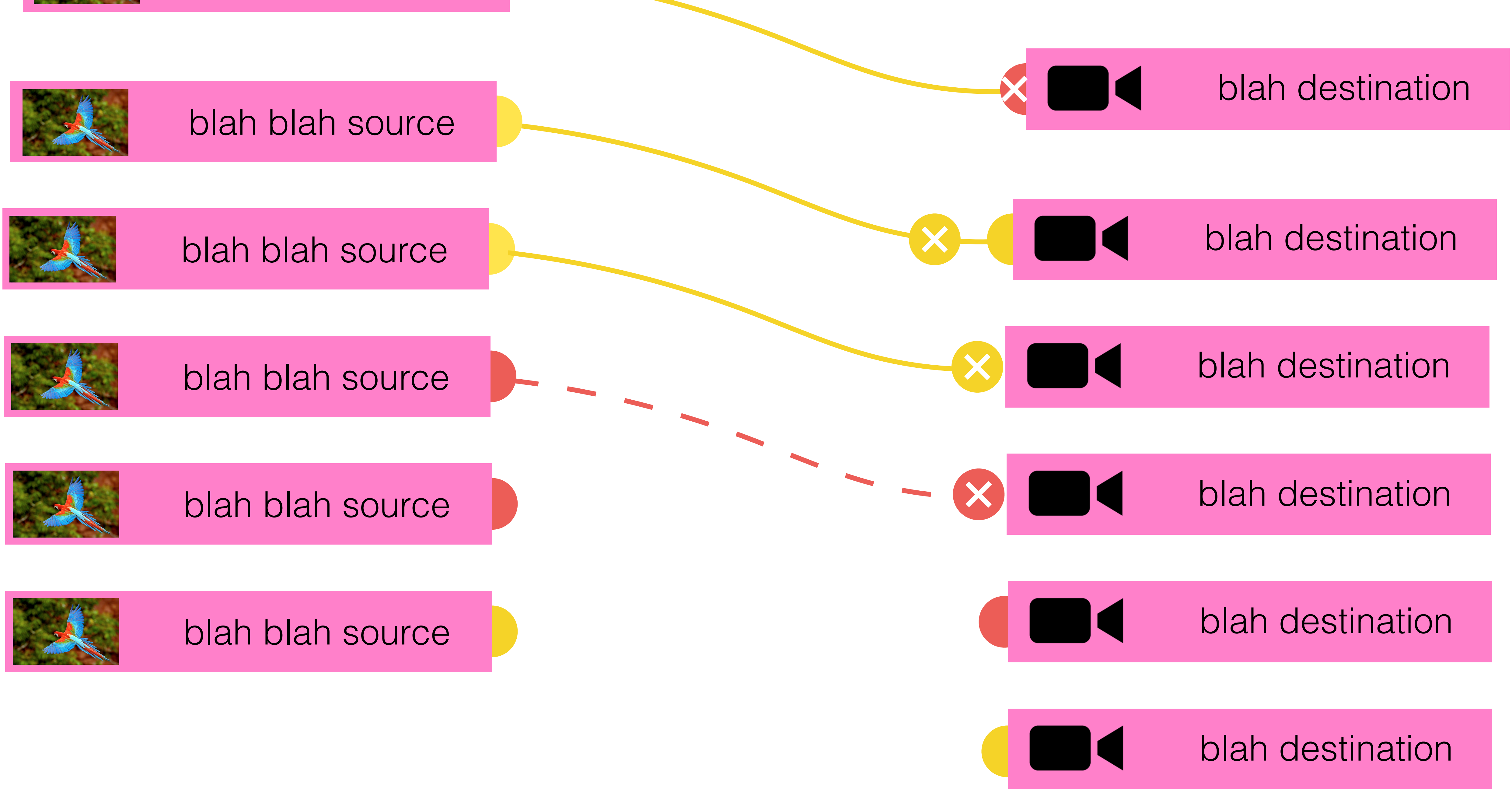
blah blah blah blah blah
blah blah blah blah
blah blah blah source



blah blah source



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



FIND

VIEW/
SELECT

CONFIRM

CONFIRM

