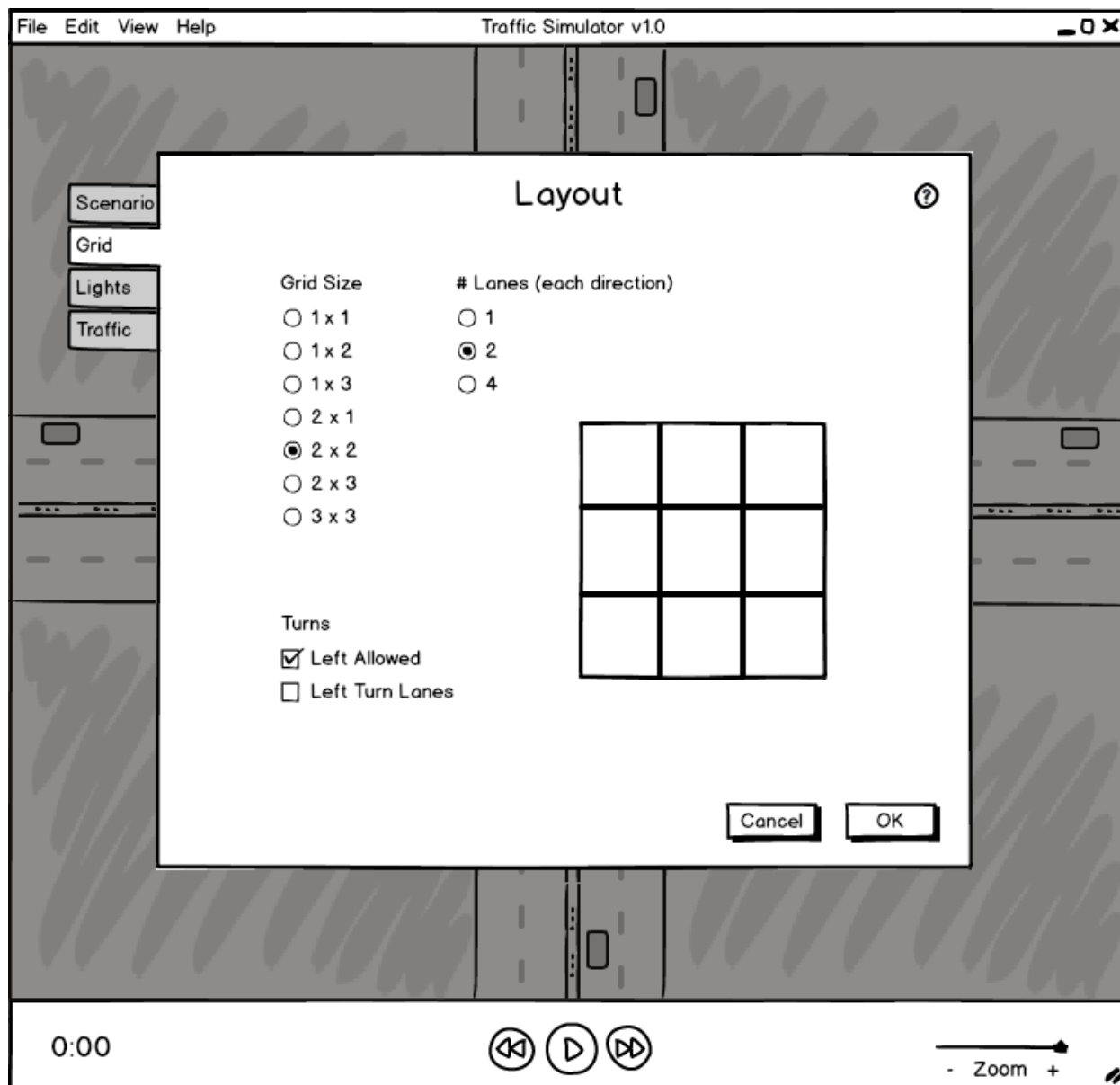


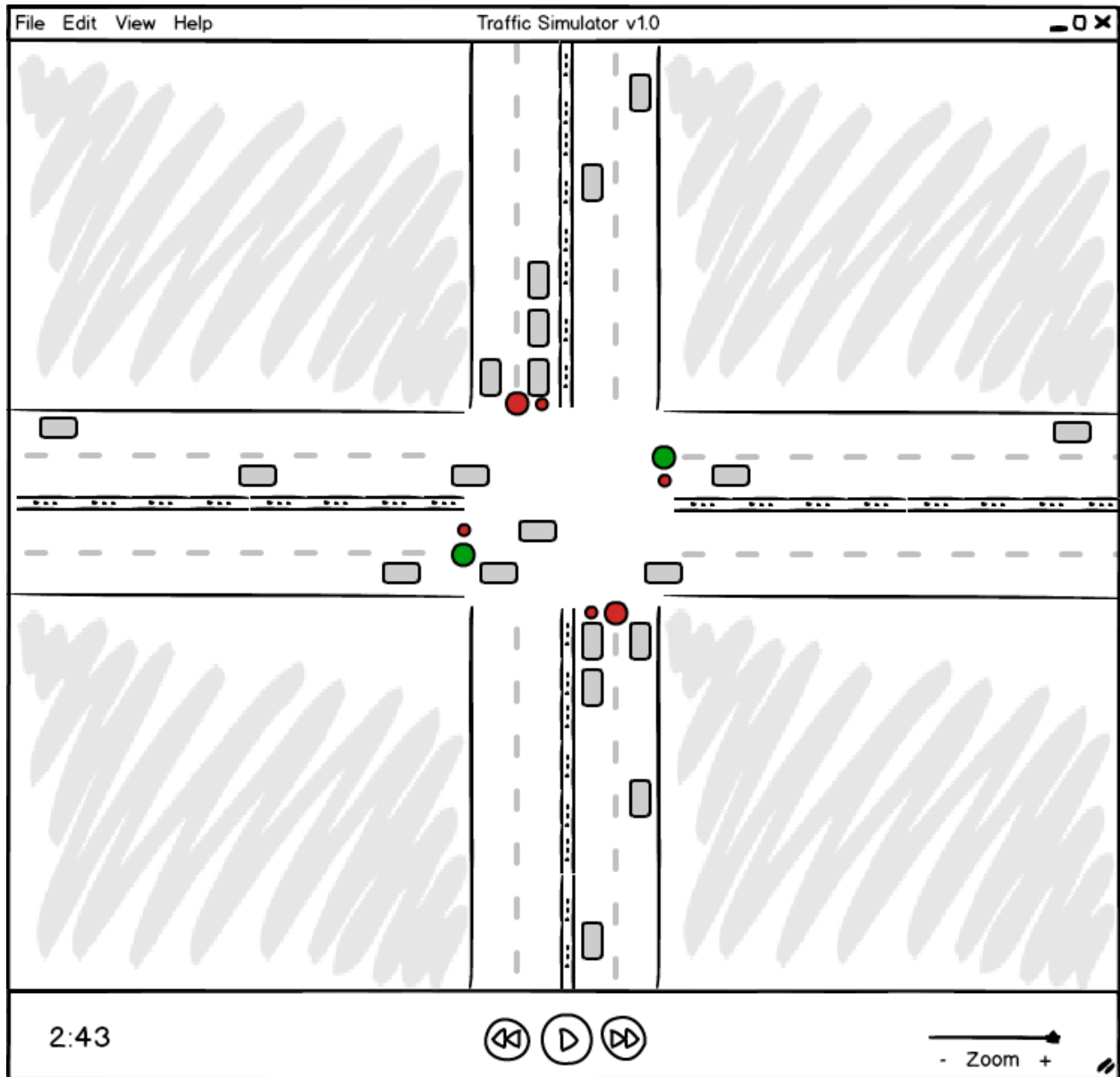
INTERACTION DESIGN



1. SETUP

This mockup represents the Setup/Edit dialogue. It allows the user to choose from predefined Scenarios (or save the current setup as a Scenario) as well as make global changes to the Grid layout, Light timings, and Traffic attributes.

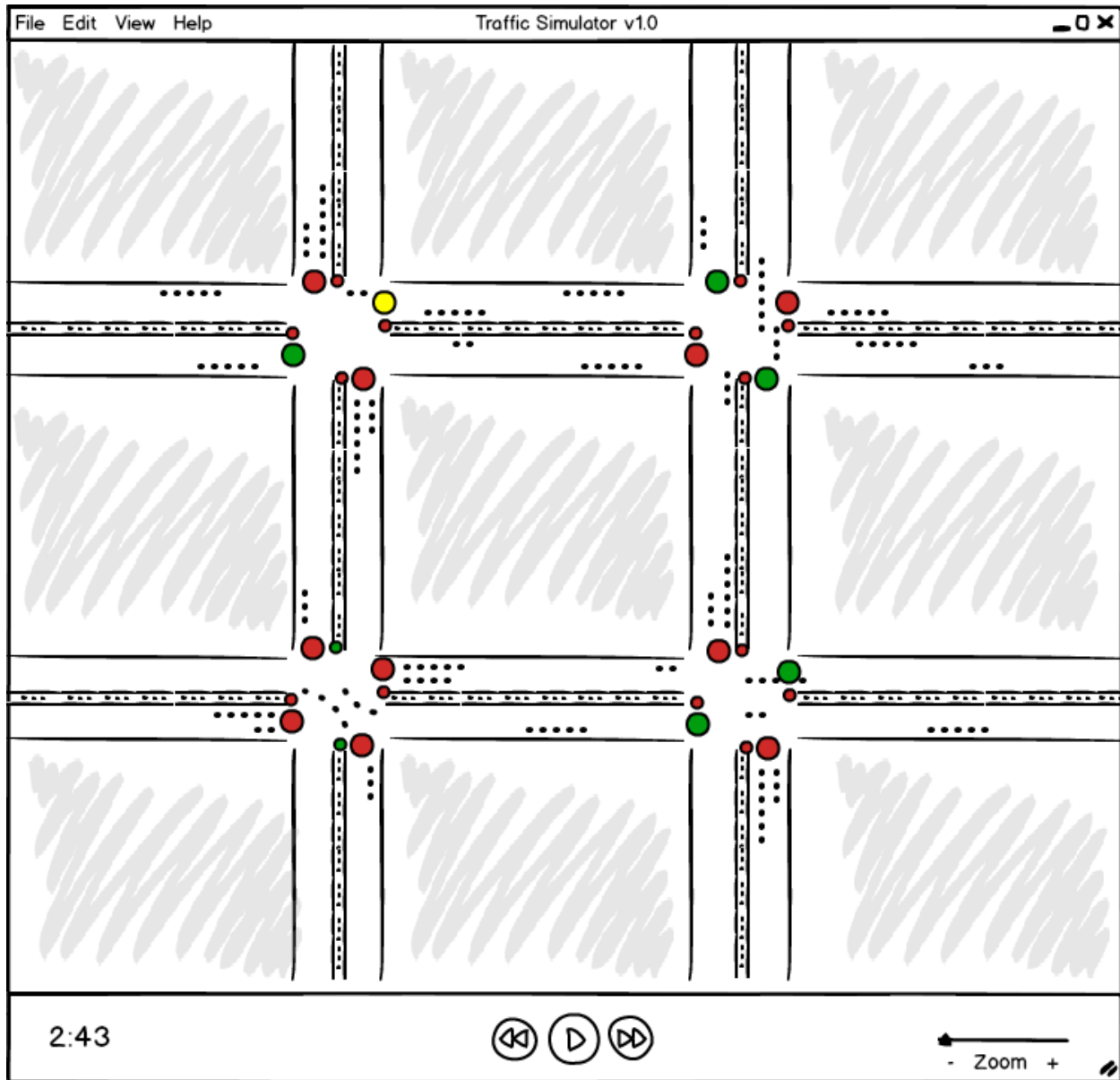
INTERACTION DESIGN cont..



2. APPLICATION VIEW (zoomed in 2x2 Grid)

This mockup represents a zoomed-in view of the application window, running a 2x2 traffic Grid. The interface is uncluttered, with focus on Traffic and Lights.

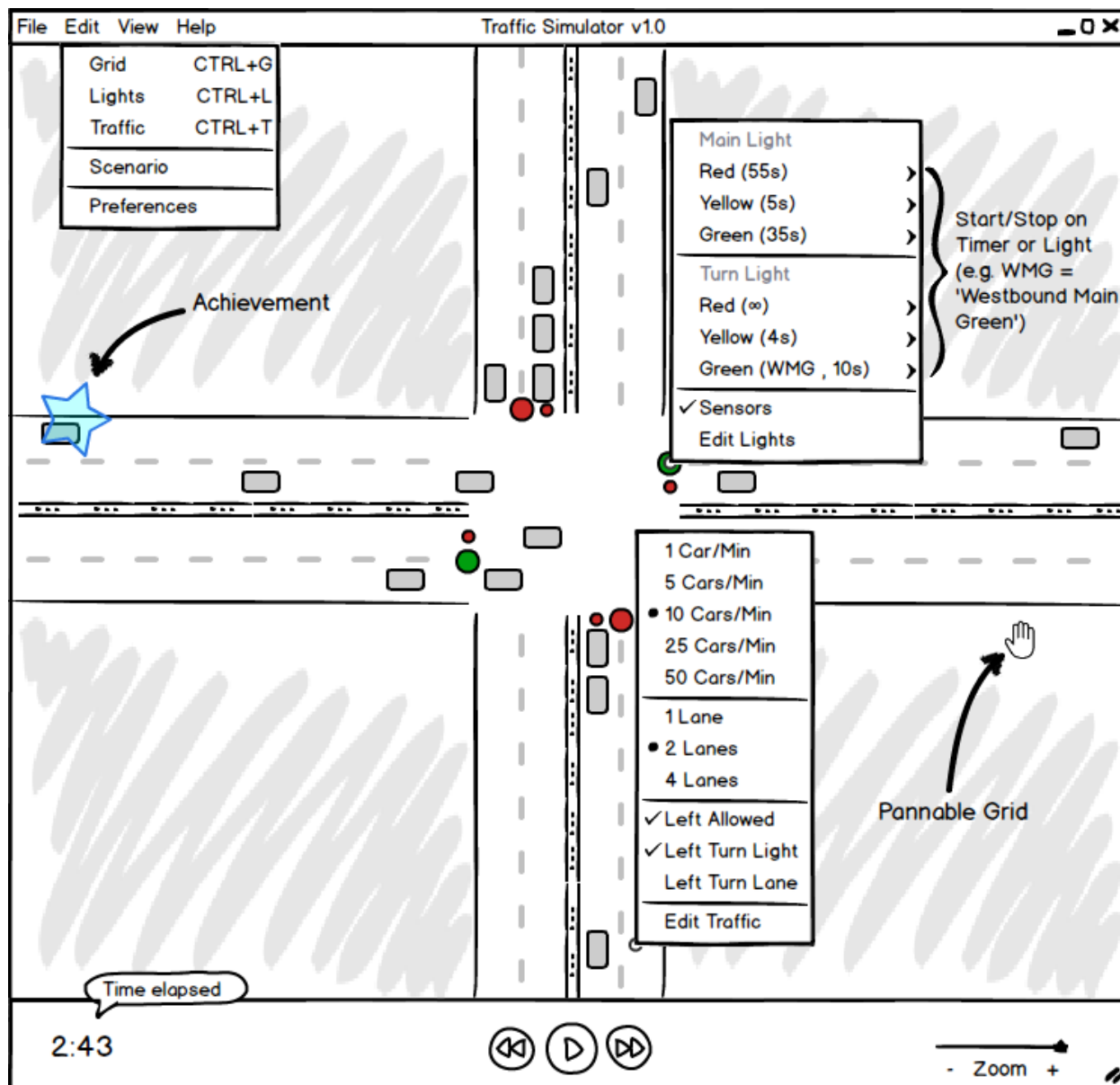
INTERACTION DESIGN cont..



3. APPLICATION VIEW (zoomed out 2x2 Grid)

This mockup represents a zoomed-out view of the application window, running a 2x2 traffic Grid. Non-clickable UI elements such as individual cars are scaled, while clickable elements such as Traffic Lights maintain their size.

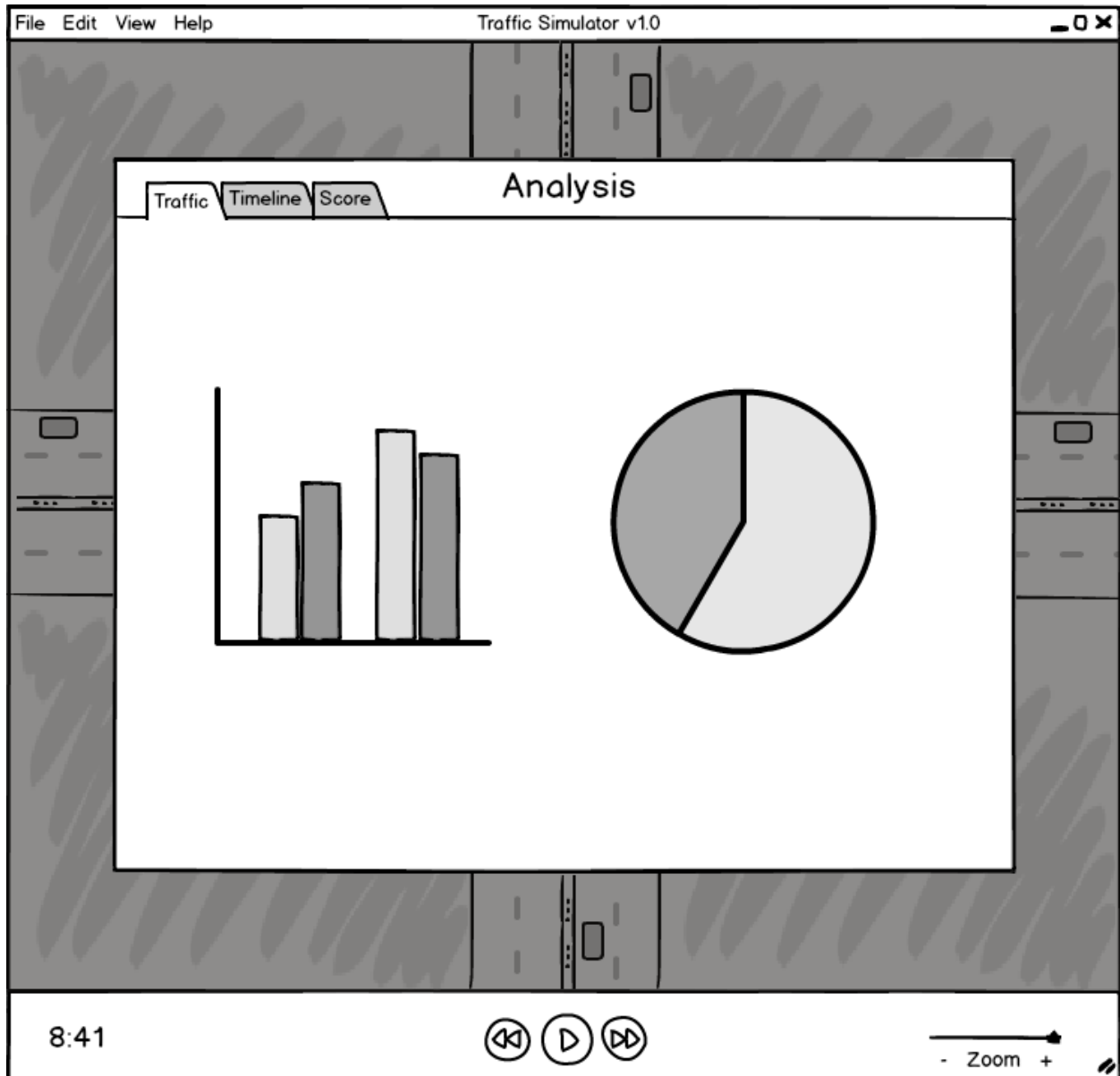
INTERACTION DESIGN cont..



4. INTERACTION ELEMENTS

This mockup details interaction elements available to the user. Dropdown menus allow the user to perform a variety of actions, including opening the 'global' settings dialogue and adjusting application preferences. Element-specific context menus allow for customization of individual traffic elements, including Lights and Streets. 'Playback controls' allow the user to pause, forward, and rewind play, while the entire Grid is easily pannable and zoomable. Achievements appear briefly onscreen over their triggering event.

INTERACTION DESIGN cont..



5. POST-RUN ANALYSIS

This mockup represents the Analysis dialogue, whereby users are shown various metrics relating to their last run, as well as a timeline of critical events and trends. A score tab assigns the user an overall numerical value for their run and enumerates any achievements reached.