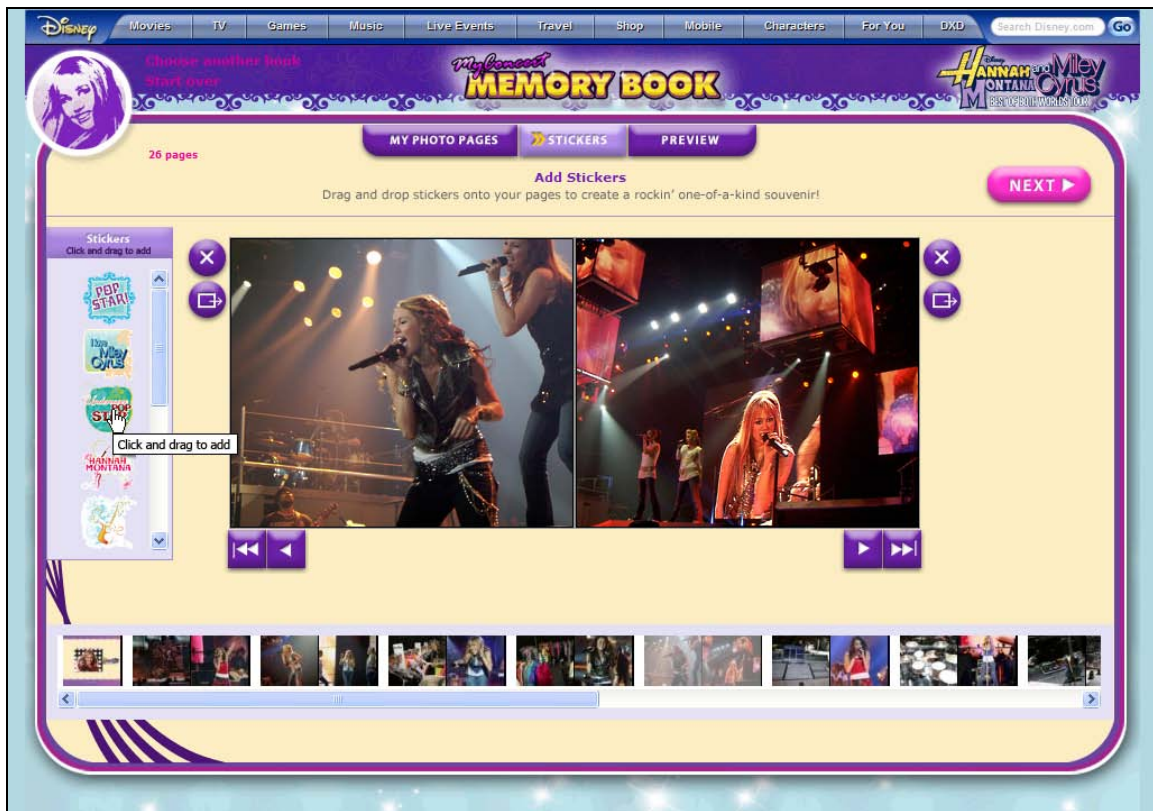


Drag-and-drop stickers spec

1. Standard use case: User add sticker, moves sticker, and deletes sticker.

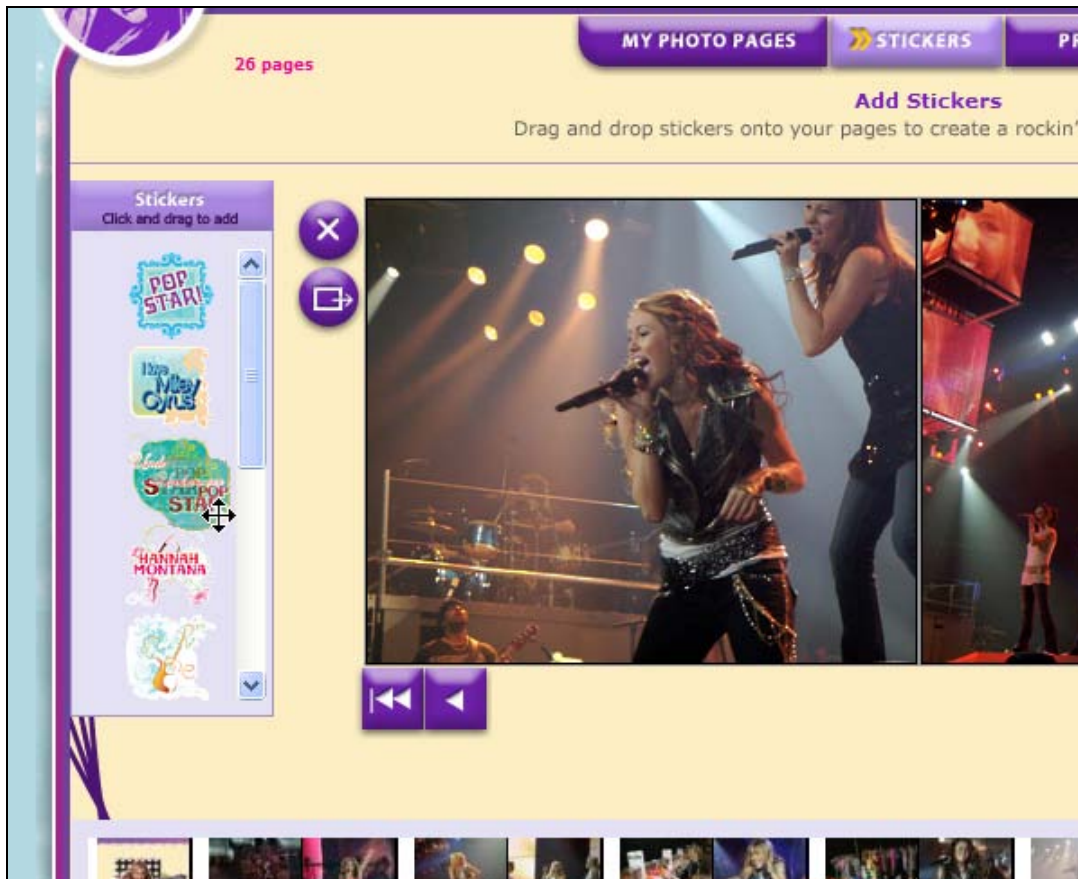
Step 1. Hover over a sticker in the toolbox.

- Mouse pointer changes to pointing finger.
- Tool tip says “Click and drag to add”



Step 2. Click a sticker and drag it.

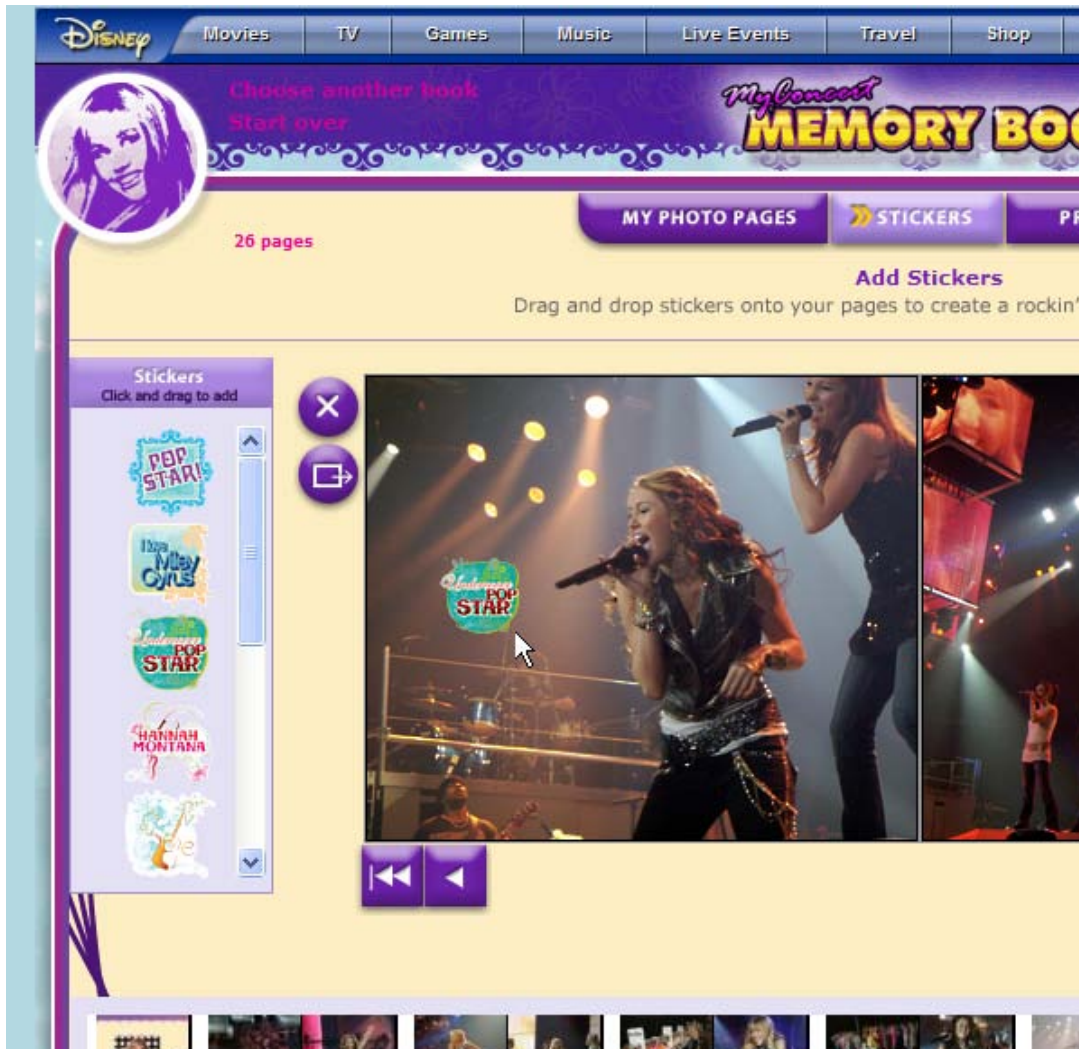
- Mouse pointer changes to the 4-way arrow cursor.
- A partially transparent (X%) version of the sticker follows the mouse cursor.



(partial screenshot)

Step 3. Drop sticker over editable area

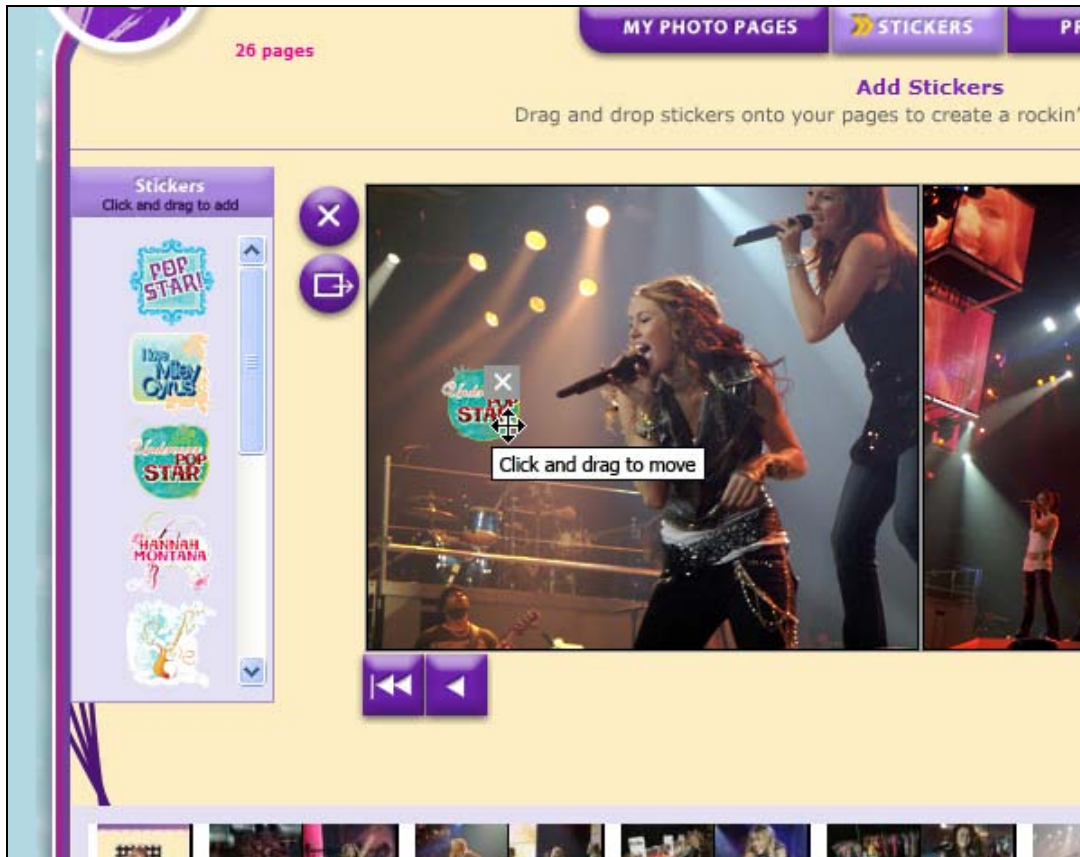
- Partially transparent sticker changes to fully opaque.
- Sticker may move slightly to the closest possible grid match.
- Mouse cursor changes to standard arrow pointer.



(partially cropped screen)

Step 4. Hover over a sticker placed in the editable area.

- Mouse pointer changes to the 4-way arrow cursor.
- Overlay appears with X icon
- Tool tip says “Click and drag to move”



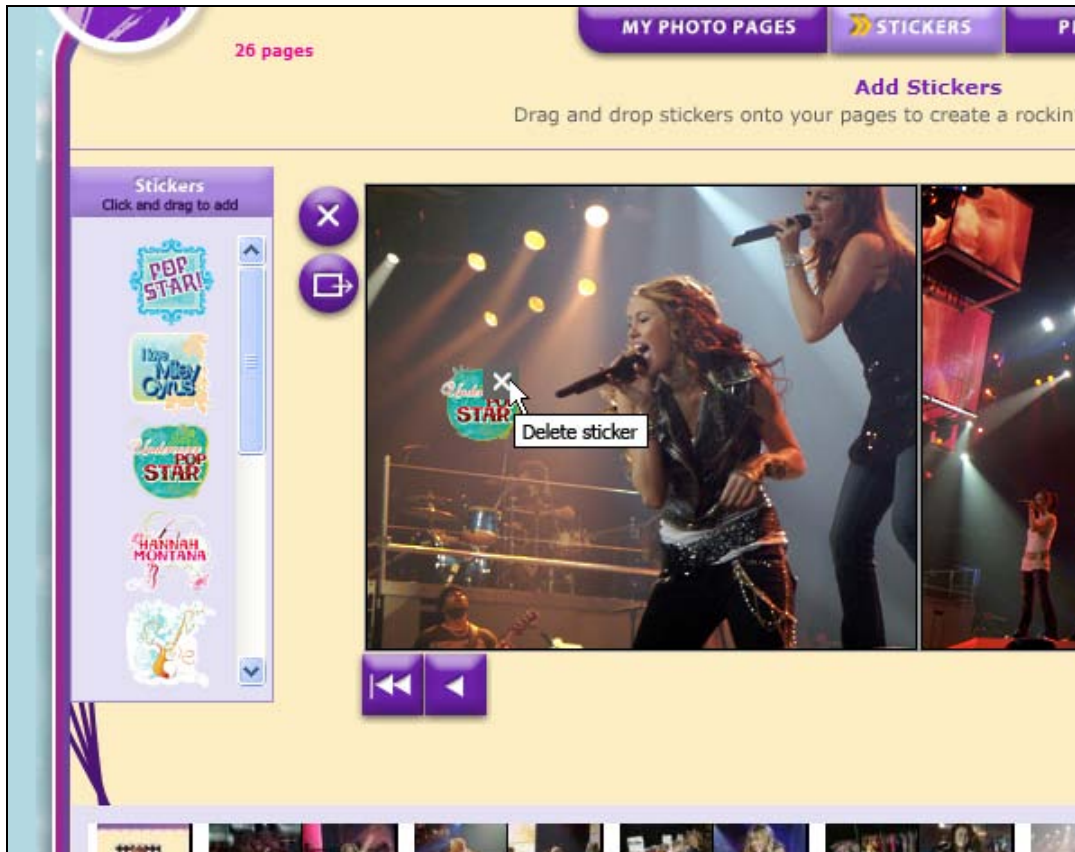
(partial screenshot)

Step 5. Click a sticker placed in the editable area, and move it.

(Same as Steps 2 and 3 above)

Step 6. Hover over a sticker placed in the editable area, and hover over the overlay X icon.

- X icon background turns darker gray
- Tooltip says “Delete sticker”
-



(partial screenshot)

Step 7. Click overlay X icon to delete sticker.

- Sticker gets deleted.
- Mouse cursor changes to standard arrow pointer.

II. Other possible sticker events

A. Drop sticker over non-editable region. *

- Sticker bounces back to last position in the editable region.
 - If there is no last position, sticker bounces back to the toolbox.
- Mouse pointer changes to standard arrow pointer.

B. Drop sticker over another sticker or stickers.

- See Step 3 above, but in addition: Put this sticker (the most recently dropped) on top of other overlapping stickers.

C. Drop sticker over the toolbox.

- Same as A. above: Sticker bounces back to last position.

D. Drop sticker over the divider between book pages.

- Sticker bounces to the closest legal position on a page.

* There is no separate state to show when the sticker is over the editable region. The assumption here is that the editable region, the book pages, is already clearly defined, and users will not be surprised or confused if they drop a sticker somewhere else and the sticker snaps back.