Legend:
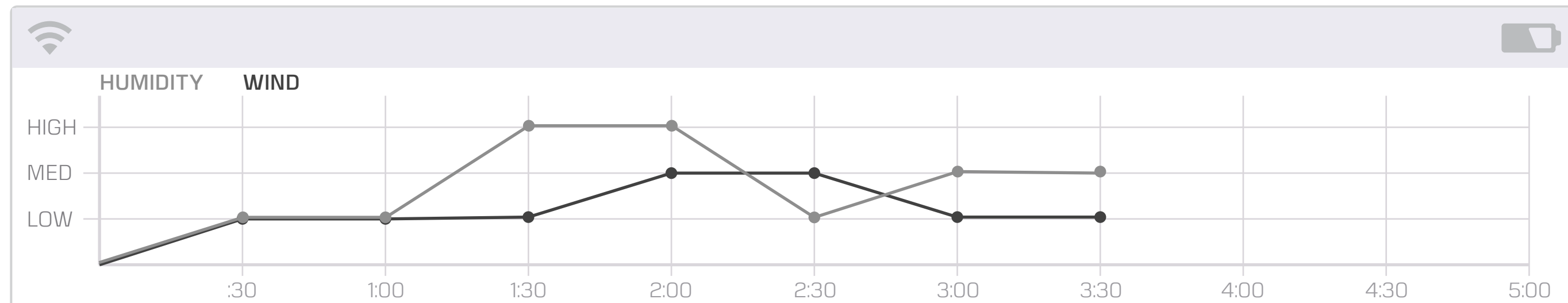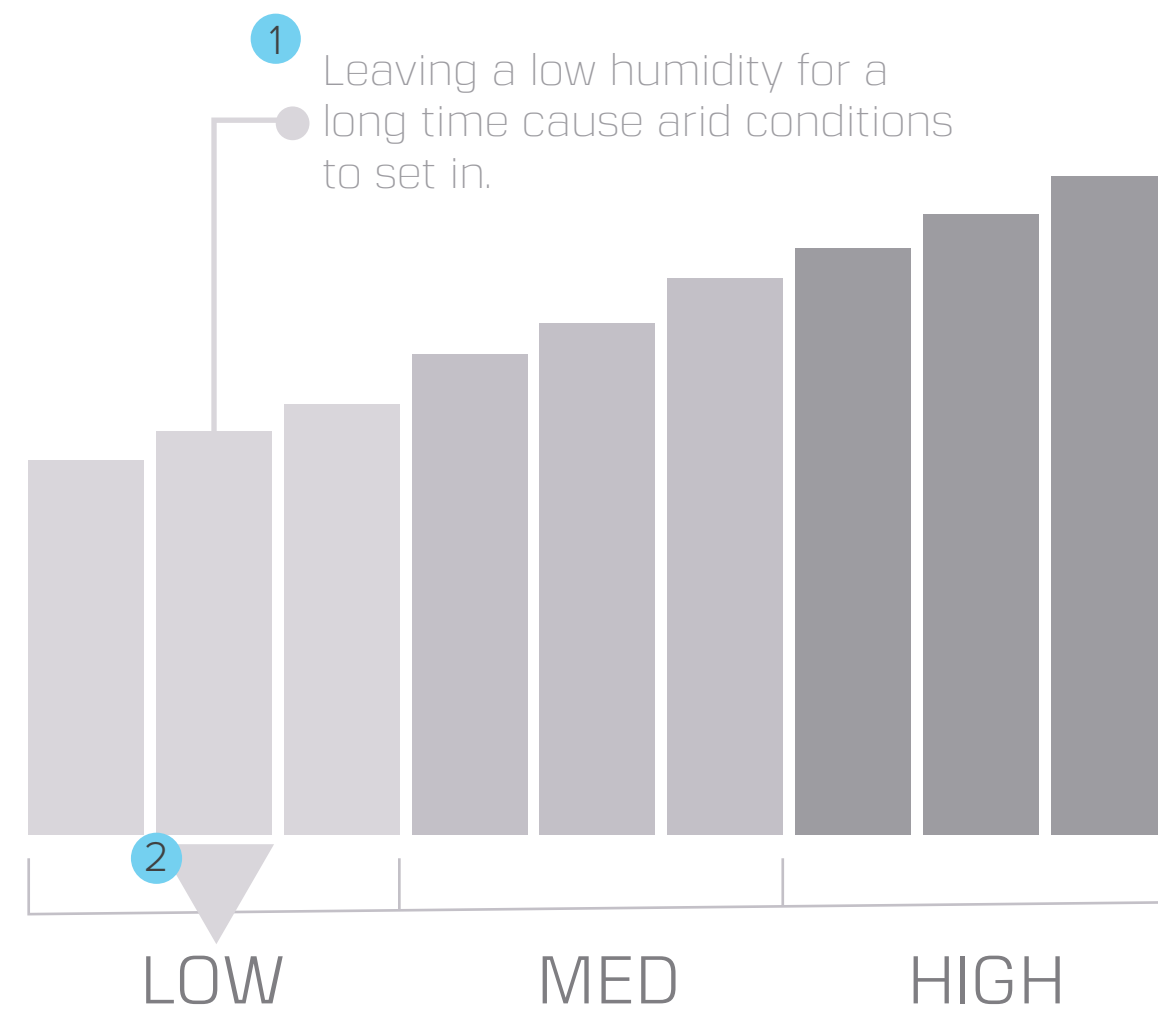
1. Top default bar for iPad
2. Graph identifier for various data being displayed by different colors
3. Graph measurements of high, medium, and low
4. Data displayed on graph, that draws itself as the time goes on. Overlays eachother.
5. Measurement of time as the graph is drawn and the user interacts
6. Subtle grid to help visualize the graph's measurements
7. TItle of widget
8. Interactive slide bar that user uses their finger to interact with
9. Player screen identification
10. Generalized labels for the slider
11. Title of widget
12. Indicator of section selected in dial
13. Numerical label
14. Generalized label

Graph labels:

HUMIDITY WIND

HIGH
MED
LOW

:30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

HUMIDITY

LOW MED HIGH

WIND

25 mph 50 mph
0 mph 100 mph
MED
LOW HIGH

Player 2

HUMIDITY   **WIND**

HIGH
MED
LOW

:30   1:00   1:30   2:00   2:30   3:00   3:30   4:00   4:30   5:00

HUMIDITY

1 Leaving a low humidity for a long time cause arid conditions to set in.

2

LOW   MED   HIGH

3

WIND

25 mph   50 mph

MED

LOW   HIGH
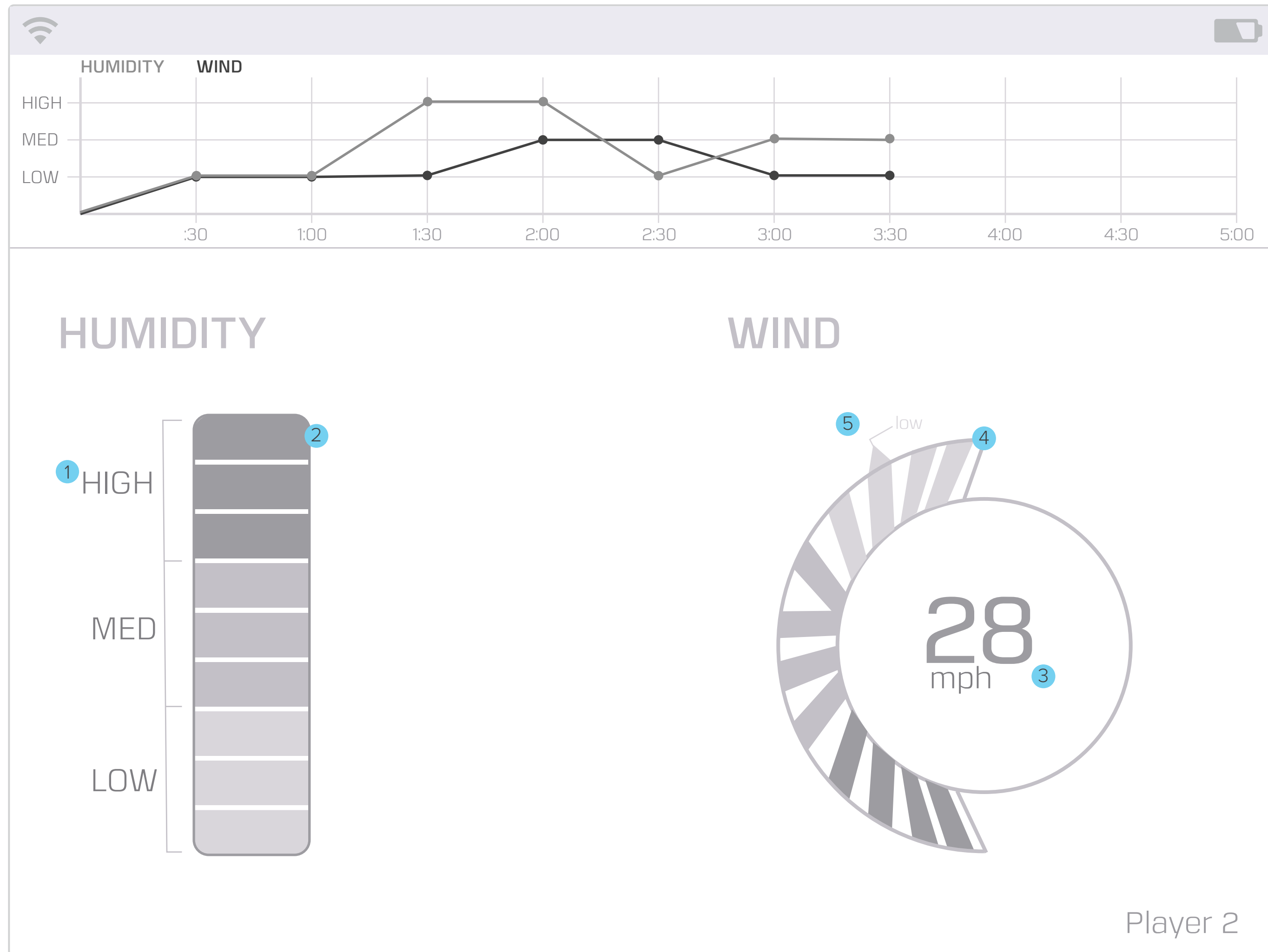
0 mph   100 mph

4 Wind flows from high pressure areas to low, so a low atmospheric pressure may cause faster wind speeds unintentionally
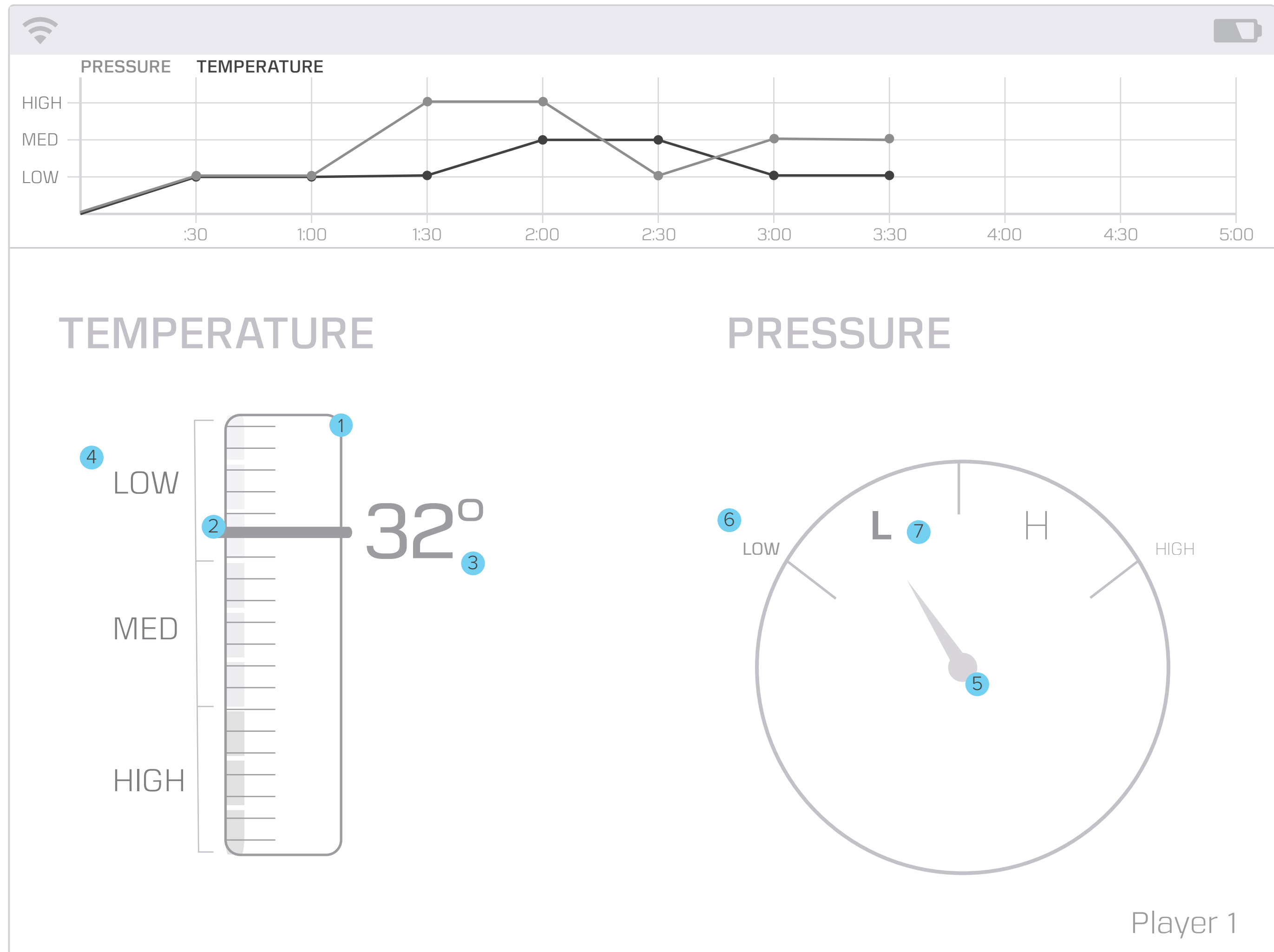
Player 2

1 Pop-up tip when the user interacts with the scale.

2 Arrow that indicate current selection in the scale

3 Arrow indicating finger movement interaction with the scale. For display purposes only.

4 Pop-up tip when users interact with the scale

HUMIDITY WIND

HIGH
MED
LOW

:30   1:00   1:30   2:00   2:30   3:00   3:30   4:00   4:30   5:00

HUMIDITY

1 HIGH

MED

LOW

2

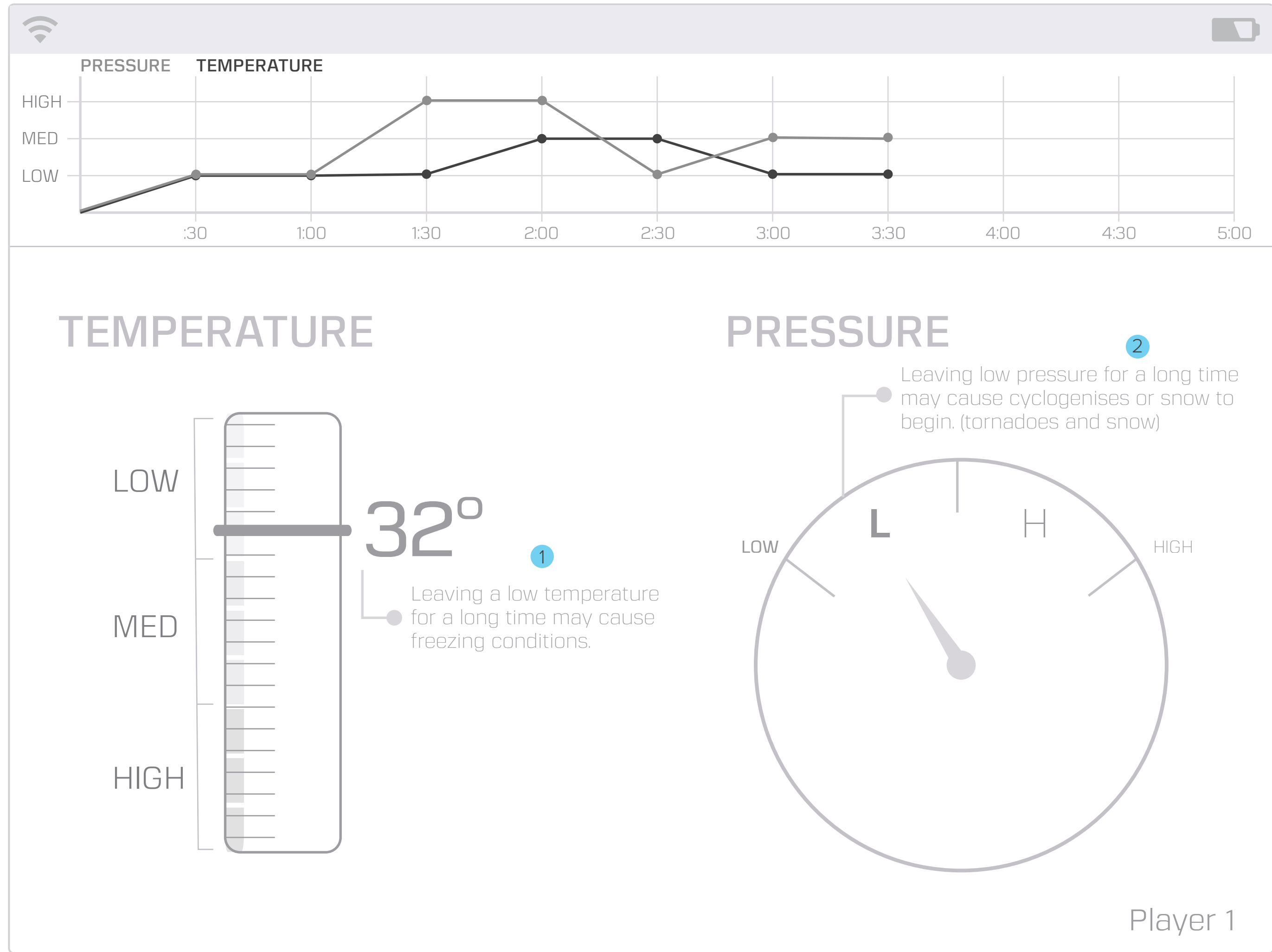# WIND

5 low

4

28
mph

3

Player 2

1 Label of sections in the scale

2 Scale user interacts with by dragging their finger on it. Scale slowly changes with time when user doesn't interact with.

3 Numerical value of wind speed that changes when user interacts

4 Side scale that user interacts with their finger. Scale slowly changes with time when user doesn't interact with.

5 Label of current selection in dial

HUMIDITY   **WIND**

HIGH
MED
LOW

:30   1:00   1:30   2:00   2:30   3:00   3:30   4:00   4:30   5:00

HUMIDITY

WIND

HIGH

MED

LOW

③ Leaving low wind speeds in an area may lead to arid conditions to set in.

low

② Leaving a low humidity for a long time cause arid conditions to set in.
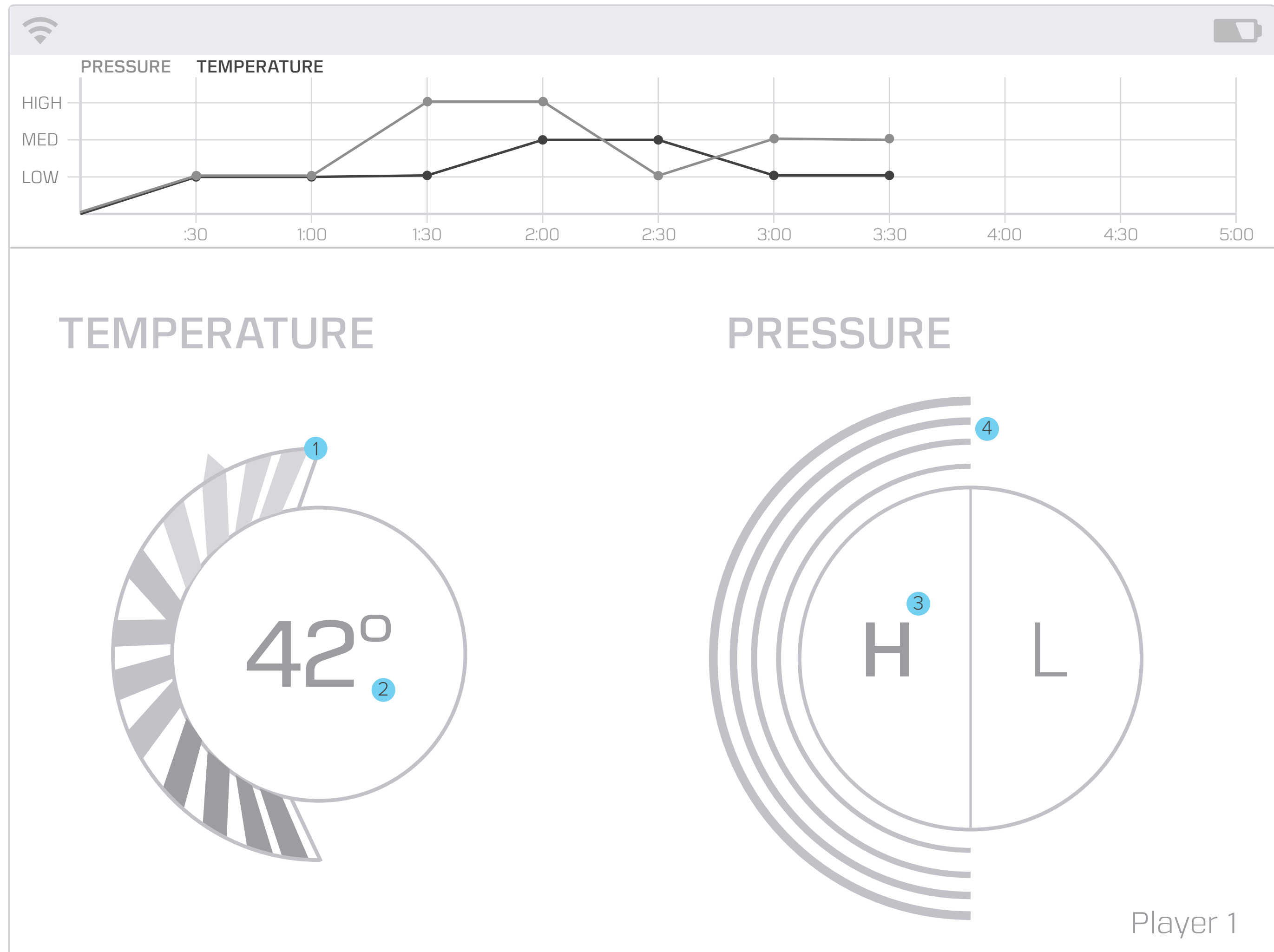
28
mph

①

④

Player 2

① Extended indicator of current selection.
Scale slowly changes with time when user doesn't interact with.

② Pop-up hint that appears as the user interacts

③ Pop-up hint that appears as the user interacts

④ Arrow that indicates the user's interaction with the dial.
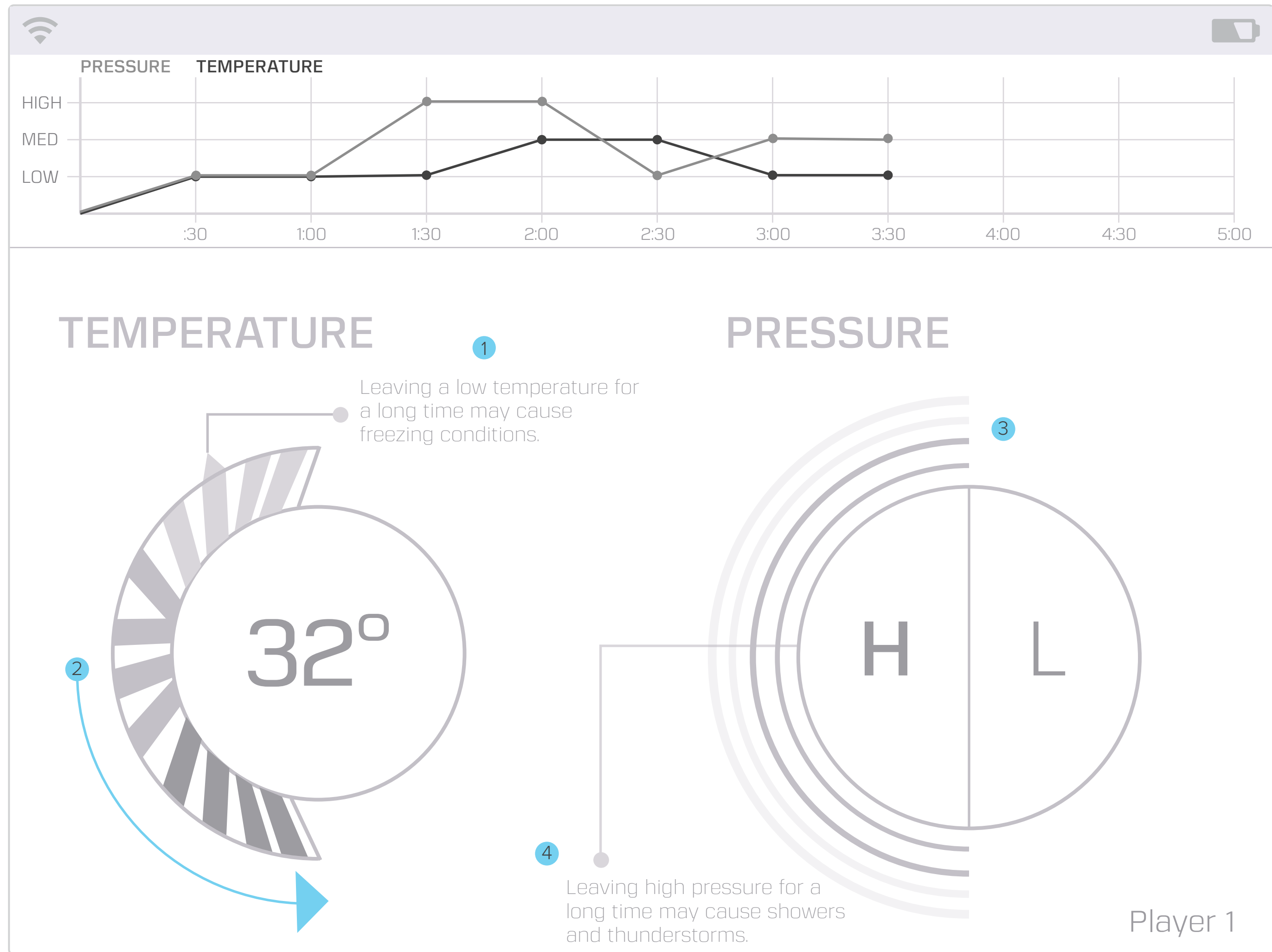Scale slowly changes with time when user doesn't interact with.

PRESSURE TEMPERATURE

HIGH
MED
LOW

:30   1:00   1:30   2:00   2:30   3:00   3:30   4:00   4:30   5:00

TEMPERATURE

LOW

MED

HIGH

32°

PRESSURE

L   H

LOW   HIGH

Player 1

1 Temperature slider that contains temp. data

2 Slider that the user interacts with

3 Numerical indication of the user's selection on the scale

4 General representation of values of the scale

5 Dial that indicates the chosen selection

6 Description of the value chosen. Bolded when selected

7 Abbreviation value of selection. Bolded when selected.

HIGH
MED
LOW

:30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

TEMPERATURE

PRESSURE

LOW

MED

HIGH

32°

1

Leaving a low temperature for a long time may cause freezing conditions.

2

Leaving low pressure for a long time may cause cyclogenises or snow to begin. (tornadoes and snow)

L   H

LOW   HIGH

Player 1

1 Pop-up hint that appears as user interacts with the scale

2 Pop-up hint that appears as user interacts with the dial

PRESSURE   TEMPERATURE

HIGH
MED
LOW

:30   1:00   1:30   2:00   2:30   3:00   3:30   4:00   4:30   5:00
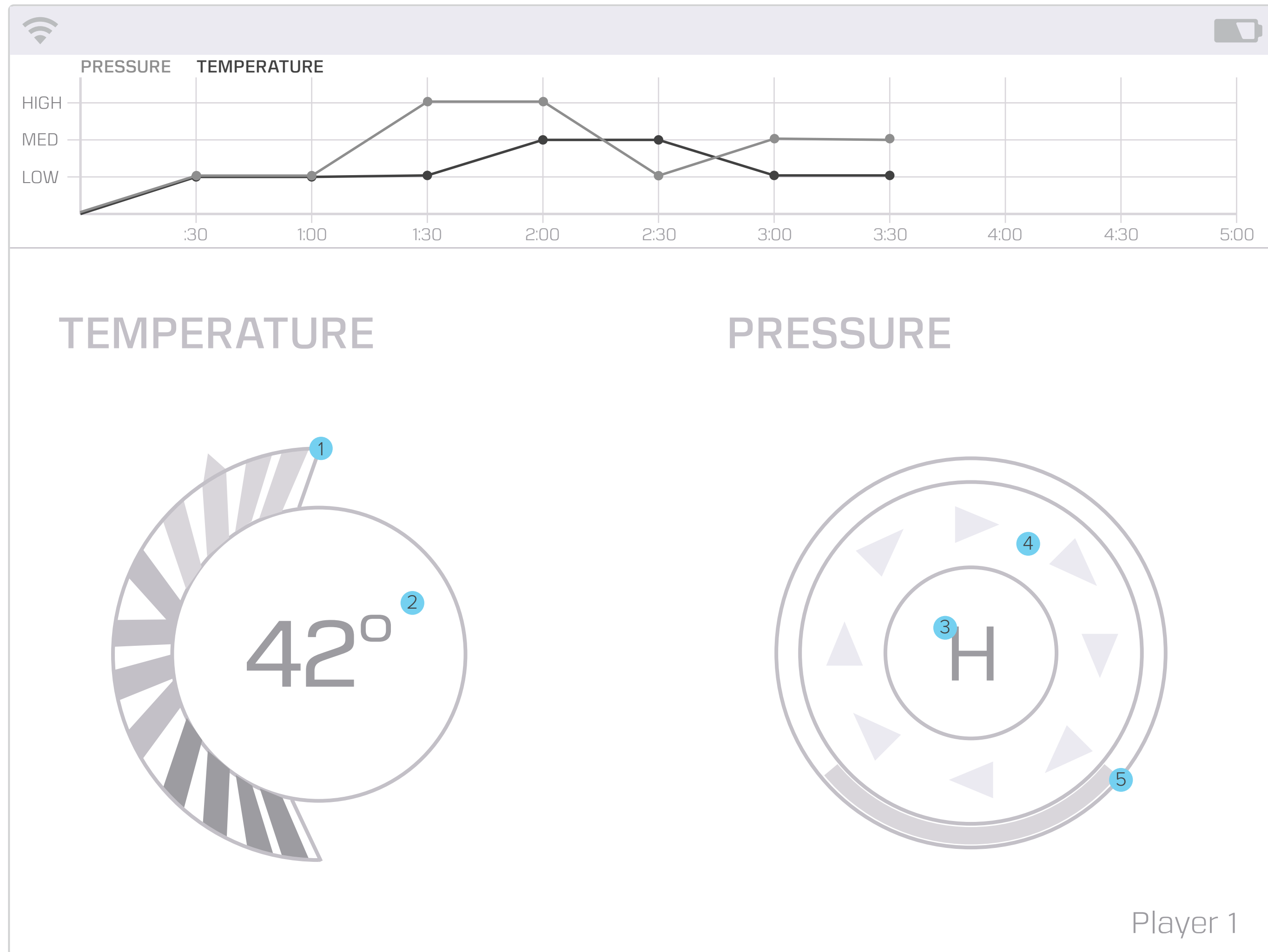
TEMPERATURE

PRESSURE

42°

H | L

Player 1

1   Side slider that the user interacts with. With no interaction, the selection slowly changes, which the user must maintain.

2   Numerical value that represents the selection.

3   Button selection the user can select. Selected side is bolded.

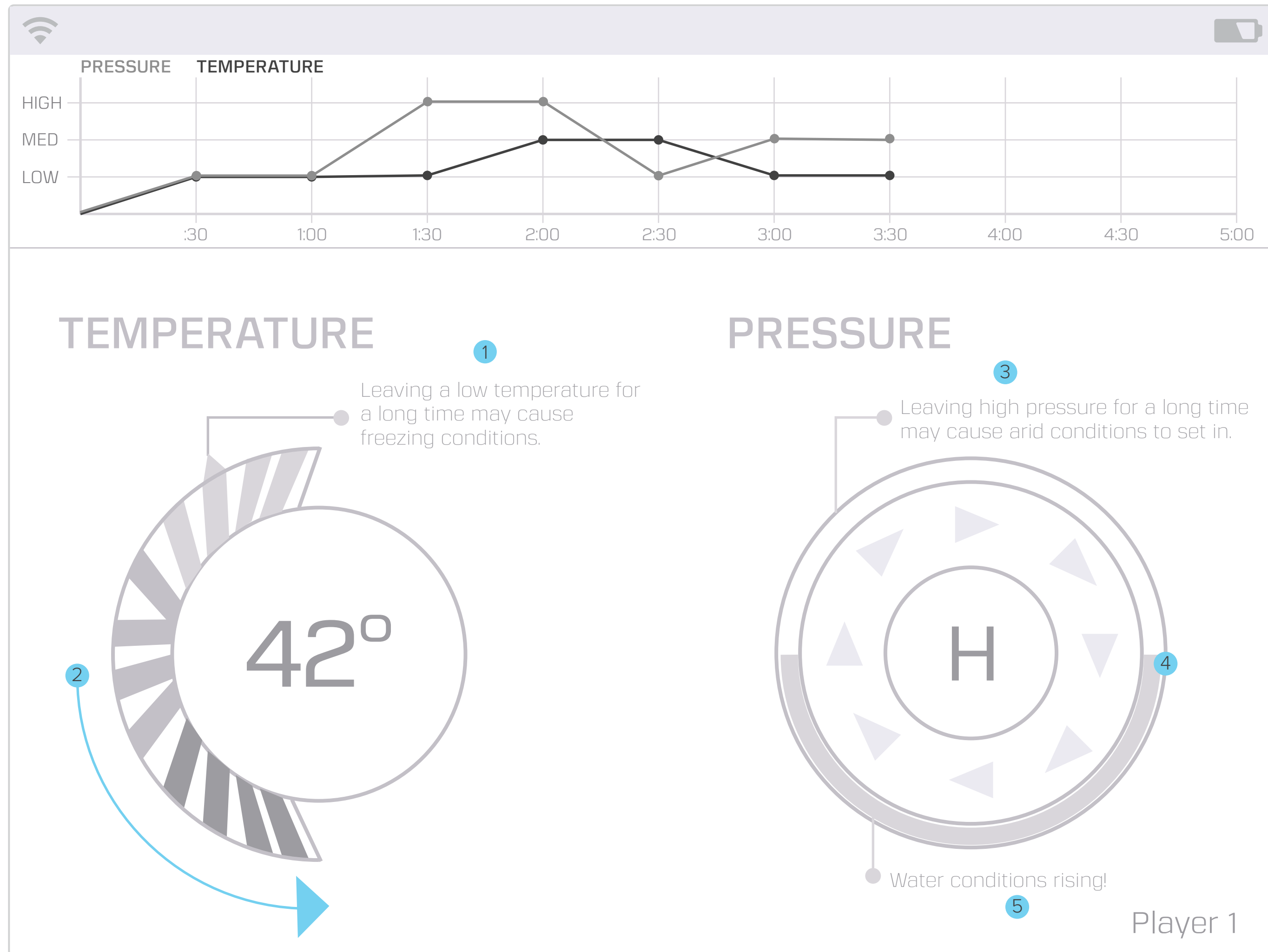4   Side indication of time the user has until the value changes.

PRESSURE TEMPERATURE

HIGH
MED
LOW

:30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

TEMPERATURE

1 Leaving a low temperature for a long time may cause freezing conditions.

PRESSURE

3

32°

H L

2

4 Leaving high pressure for a long time may cause showers and thunderstorms.

Player 1

1 Pop-up hint that appears as user interacts with the dial

2 Arrow that indicates the user's interaction with the dial

3 Bars that indicate time before the selection changes. As time goes down, bars slowly fade away.

4 Pop-up hint that appears as user interacts with the button

PRESSURE **TEMPERATURE**

HIGH
MED
LOW

:30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

TEMPERATURE

PRESSURE

42°

H

Player 1

1 — Side slider that the user interacts with. With no interaction, the selection slowly changes, which the user must maintain.

2 — Numerical value that represents the selection.

3 — Indication of current selection

4 — Inside area for user to interact by circling their finger around the circle to increase or decrease presure, depending on the direction.

5 — Rain meter that fills or depleted depending on the pressure, indcating how much percipitation could occur based on your selection.

PRESSURE TEMPERATURE

HIGH
MED
LOW

:30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

TEMPERATURE

1

Leaving a low temperature for a long time may cause freezing conditions.

2

42°

PRESSURE

3

Leaving high pressure for a long time may cause arid conditions to set in.

H

4

Water conditions rising!

5

Player 1

1 Pop-up hint that appears as user interacts with the dial

2 Arrow that indicates the user's interaction with the dial

3 Pop-up hint that appears as user interacts with the dial

4 Percipitation meter that changes with interactions of pressure, filling as more percipitation becomes present.

5 Pop-up to alert the user when the percipitation meter changes