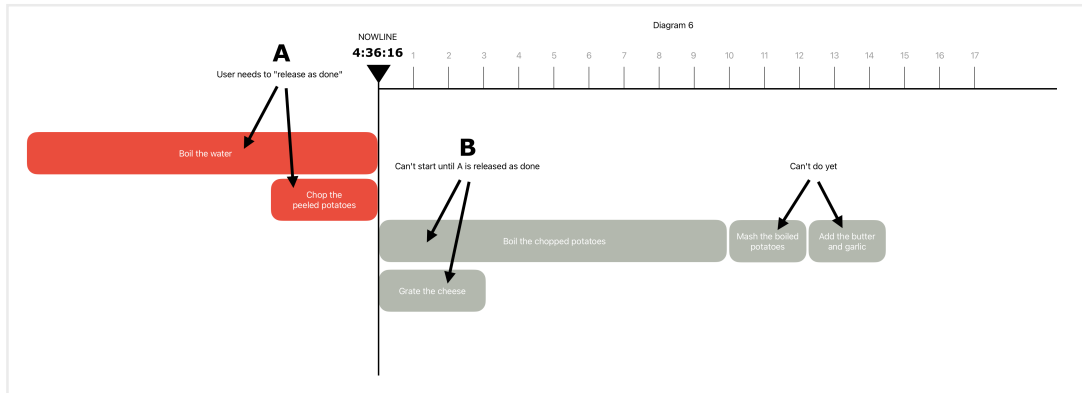
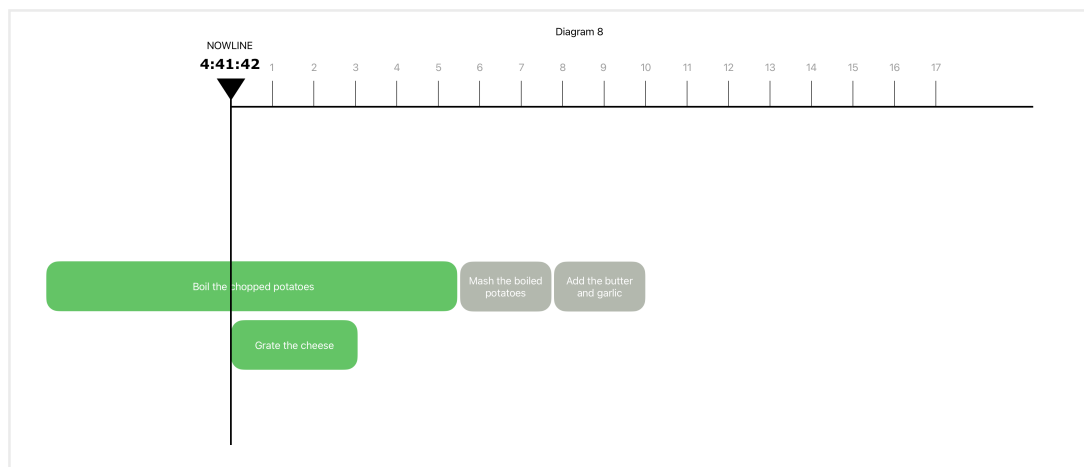
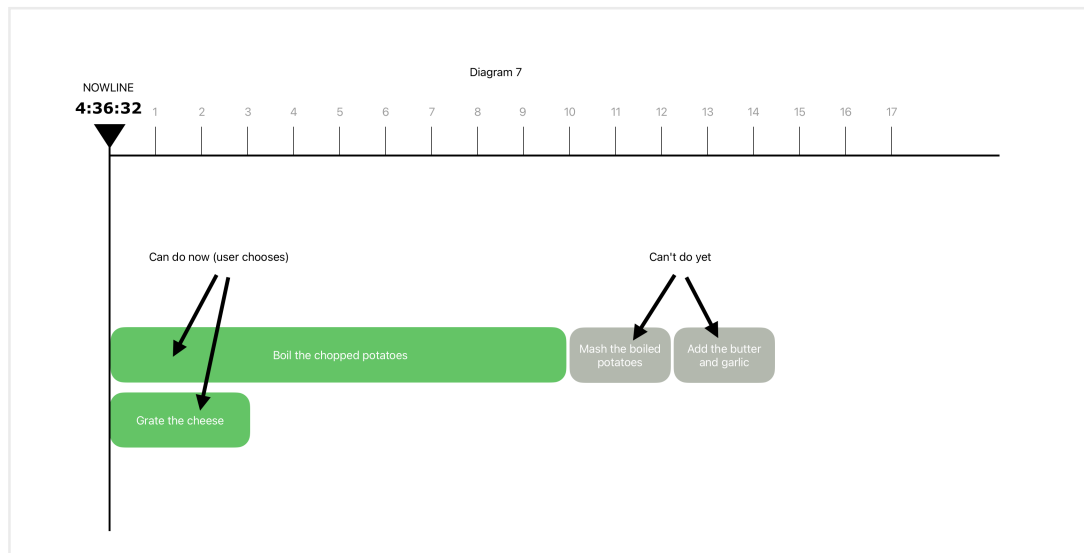


1. **Blocked state** - does UI show estimated unblock time or just reason?

Not exactly sure what you mean by "Blocked state. If you mean that nothing is currently moving through the Nowline and the MealMap appears stalled, I think the user will quickly develop an understanding that the NowLine is a turnstile of sorts. If anything has its "start" (left edge) or "Finish" (right edge) AT the Nowline. Then that is the cause of the hold up. The item will be, say, green for "Can do" or it will be red for "Needs to be released as done"

Example:





The user will develop muscle memory for "swipe away the red and then double tap the next green" Obviously, it would be great if NowCook could always hint that an unattended task be started before an attended one, so that the user can maximize the efficiencies of concurrency. If they choose "Grate the cheese" in the above example, then "Boil the chopped potatoes: will turn grey and be unavailable to start (TBD).

1. **Jump-to-gate** - what's the rule for when tasks automatically jump early?

No rule. They just sit at the Nowline, either as green tasks (Can do now) or grey tasks (Can't do until active "attended" task is done)

1. **SRAS completion** - does system auto-complete after duration, or wait for user?

Waits for user. Because in the real world of the kitchen, the task may have reached its Finish time, but may not actually BE finished yet (user is slow, heat is not what was expected, not golden enough, not boiling yet...)