**FOR VINCE**

**03 February 2017 (Saturday)**

Hello Vince,

Client had all design elements updated. Please plug in each of the updated design elements to its corresponding portion.

1. **HOME PAGE LAYOUT**

As stated in the 29 January Contact Report, the home page layout reconfigures based on the specs of the projectors used. MOE recommends that we change the layout from:

1. *Indirect Proportion 4 Circular Journey*
2. *Moving in Opposite Directions 5 Travel Graphs*
3. *Moving in the Same Direction 6 Exploration Mode*

to:

|  |
| --- |
| 1. *Indirect Proportion 2 Moving in Opposite Directions*   *3 Moving in the Same Direction 4 Circular Journey*   1. *Travel Graphs 6 Exploration Mode* |

* + - * + *Guide: The numbers are placed to guide you. No need to include these, similar to your previous layouts. So your revised layout should be:*

|  |
| --- |
| *Indirect Proportion Moving in Opposite Directions*  *Moving in the Same Direction Circular Journey*  *Travel Graphs Exploration Mode* |

1. **GUI CHANGING FONTS**

Please double check and troubleshoot changing fonts when using Internet Explorer and Firefox. Make sure that font types and sizes used over Google Chrome are retained when using IE and/or Firefox. Need Time

1. **SIMULATIONS (IN GENERAL) [For Simulation 4.2 and 4.3 only Same Direction Sims only]**
   1. As mentioned in the previously emailed contact report to MOE (you were furnished a copy) the top view plan for simulations on speed/distance is replaced with a “side profile.”
      1. Rafi is providing you a copy of the side profile, containing separate files for the following:
         1. Frontal perspective of the road.
         2. Numbered and colored dot versions of the cars, buses, etc.
         3. Distance covered ruler/measurement with 100km to the left and the right.
            * *Guide: After three seconds that the cars, etc move, right before hitting the frame borders, the simulation layouts turn into the “side profiles” with the design elements turning into numbered colored dots moving along a calibrated path.*
   2. At every meeting point for cars, etc, flags pop out and remain on these spots as markers.
   3. At every meeting point, too, a “fanfare” or “celebration” audio should now be heard. [Sound Plays once for Same Direction Sims only]
   4. For each simulation on speed/distance, have a functioning dropdown button/option that says, “Jump to Meeting Point.” Upon pressing the said tab, the cars, etc. cut to the meeting point. In cases where there will be multiple meeting points, have more functioning dropdown options:
      1. Jump to Meeting Point A
      2. Jump to Meeting Point B
      3. Jump to Meeting Point C
      4. …and so on…
   5. Client reminds that with the next draft submission, the tabs/buttons should now glow (red) when pressed. Including an audio as well already when each tab/button is pressed would be ideal.
   6. Design elements’ behavior/action onscreen (going to end of screen) must not affect the formula. The “Distance between” should not go to zero when objects reach the edge of the screen and stop.
   7. Final answers may be in two decimal places, even if the inputs are whole numbers.
   8. All “time/clock counters” should be editable. All “distance between…” should not be editable. A “result” button should be next to the “distance between” window. [For Same Direction Sims only]
   9. Allow numerical input for the “time/clock counters” to be in two decimal places. Allow only whole numbers for “distance between.”
   10. Please label towns as Town 1, Town 2, and Town 3. Files are provided accordingly.
2. **SIMULATIONS (PARTICULARS)**
   1. INDIRECT PROPORTION (Example 2)
      1. The pool is replaced with a water tank.
      2. Three images of the water tanks will be provided to you. This will be helpful as we show MOE the progression of their math problem, prior to the actual animation:
         * + The first image is to show six (6) taps filling the divided water tank
           + The second, to show one (1) tap filling the divided water tank
           + The third/last to show four (4) taps filling the divided water tank
   2. INDIRECT PROPORTION (CYO-Monkeys & Bananas)
      1. The correct answer to this math problem is “five (5)”. Show this when answered correctly. This correct answer does not appear now, even if typed in.
      2. Delete dropdown selection/preset number choices. Replace with empty boxes. Set possible number choices/answers from 1-300.
   3. Moving in the Same Direction (Simulations 1 and 2):
      1. Change PEV to Rider. Therefore, Rider 1 and Rider 2 instead of PEV1 and PEV2.
   4. CIRCULAR JOURNEY
      1. Boats replaced by motorcycles.
      2. Water replaced by land.
      3. Motorcycles provided face left and right.
      4. Please put motorcycles on the track provided. Placement will depend whether traveling on same or opposite direction.
      5. Meeting points must show flags to mark said spots.
   5. TRAVEL GRAPHS
      1. Have only one simulation. The drop down selection will do the changing to

any of the three graphs.

* + 1. The current draft shows the graph for “increasing speed” stopping at 2 hours. Please correct this by stretching to 24 hours.
    2. Change the preset time for all three graphs to 24 hours.
    3. Check bugging issues.
  1. Exploration Mode
     1. Raise tabs for Opposite Direction and Same Direction instead of setting these along the other buttons.

Reminders:

* + - 1. The next meeting with MOE Mathematics will be on 05 February (Monday) at 9am. Draft needs to be submitted via FTP, Google drive, and dropbox on 03 February (Saturday) for MOE’s critique, prior to the 05 February meeting.
      2. As a precautionary measure, please save your files/draft instead of overwriting each every time there are updates.
      3. Please focus on tasks outlined in this document. If you want to recommend certain approaches and improvements. Please communicate with me first to green light it, as the items on the document are what client needs and wants.

Thank you.

John